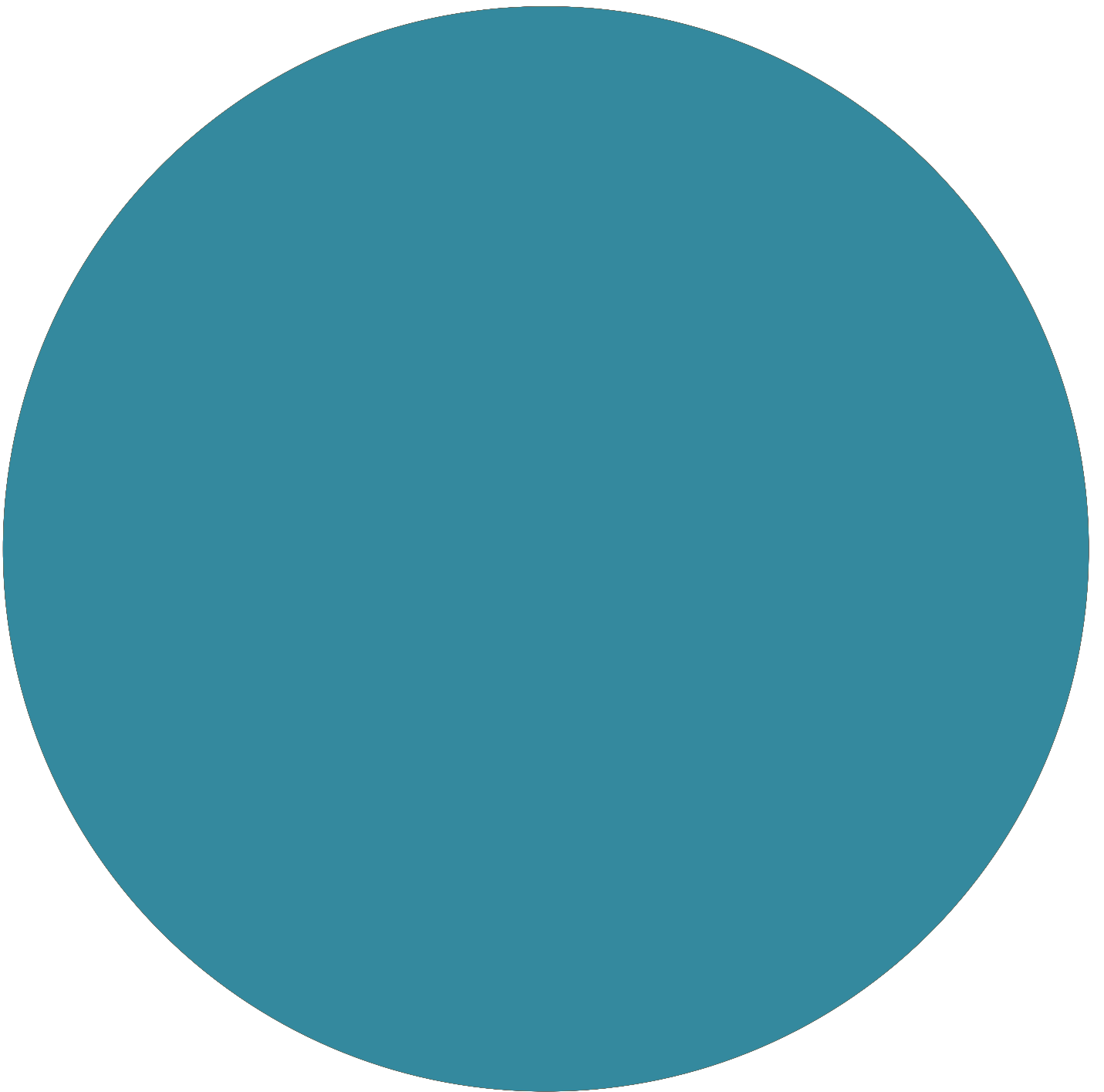
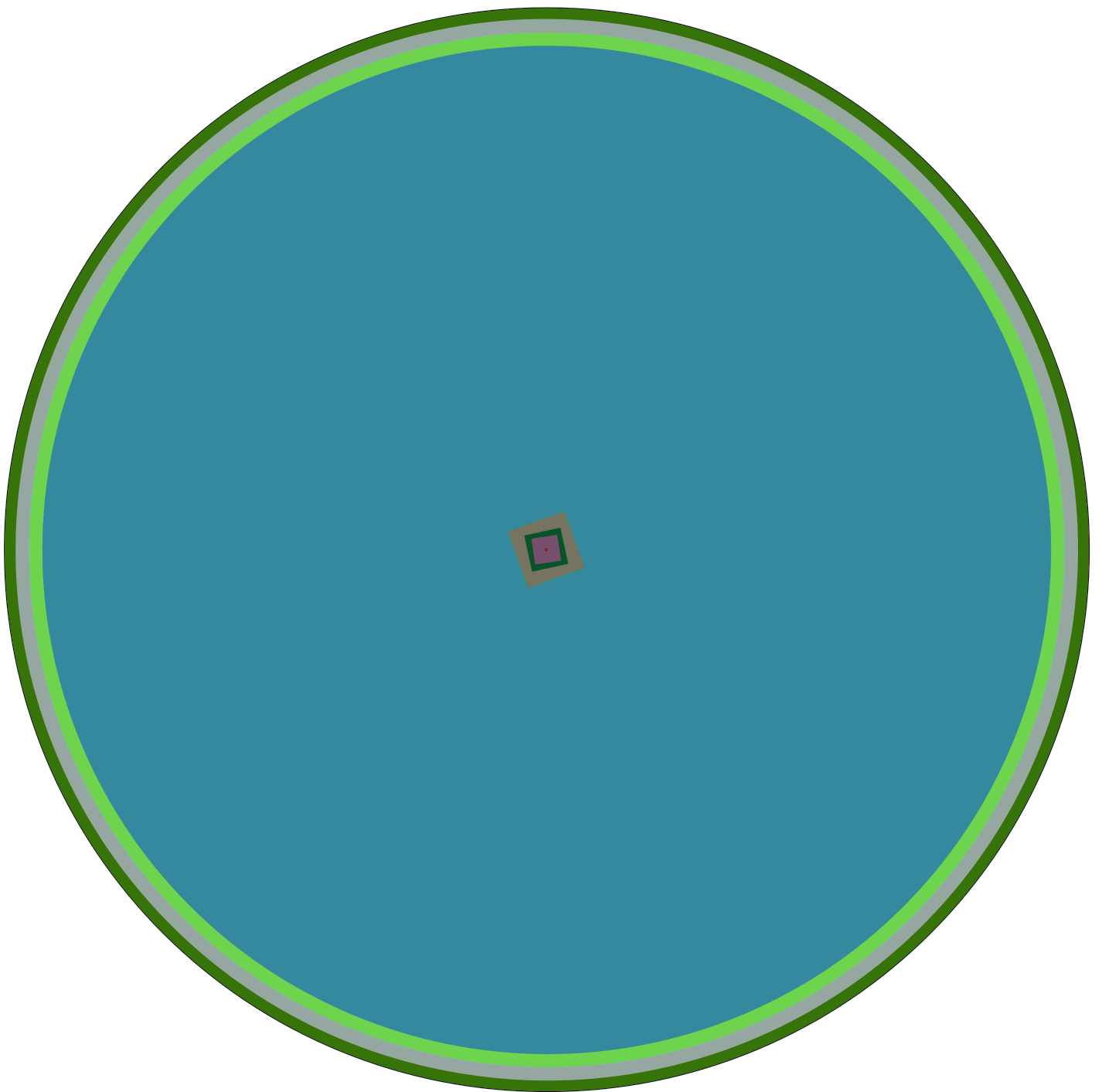
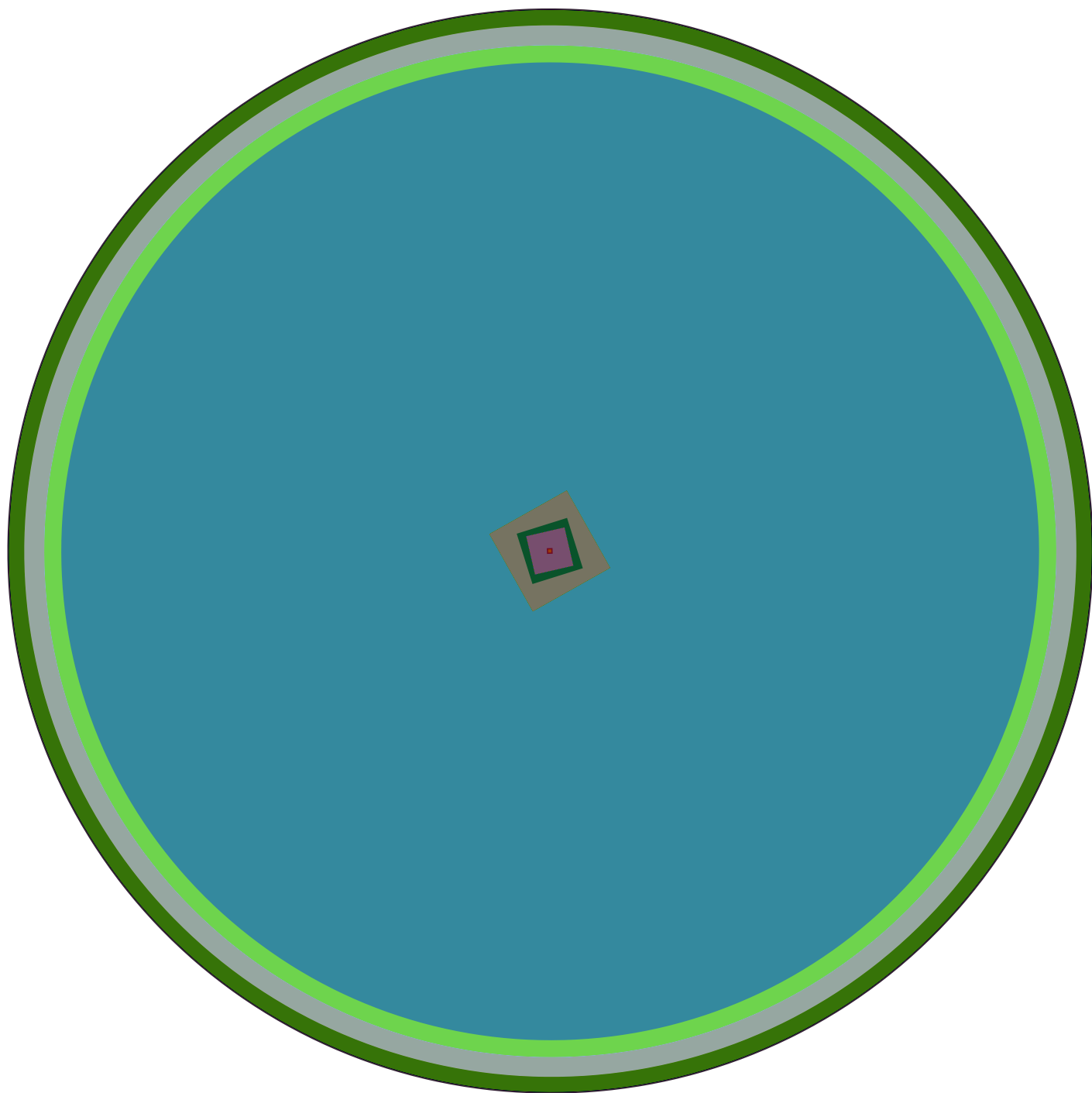


# 10 animated circles

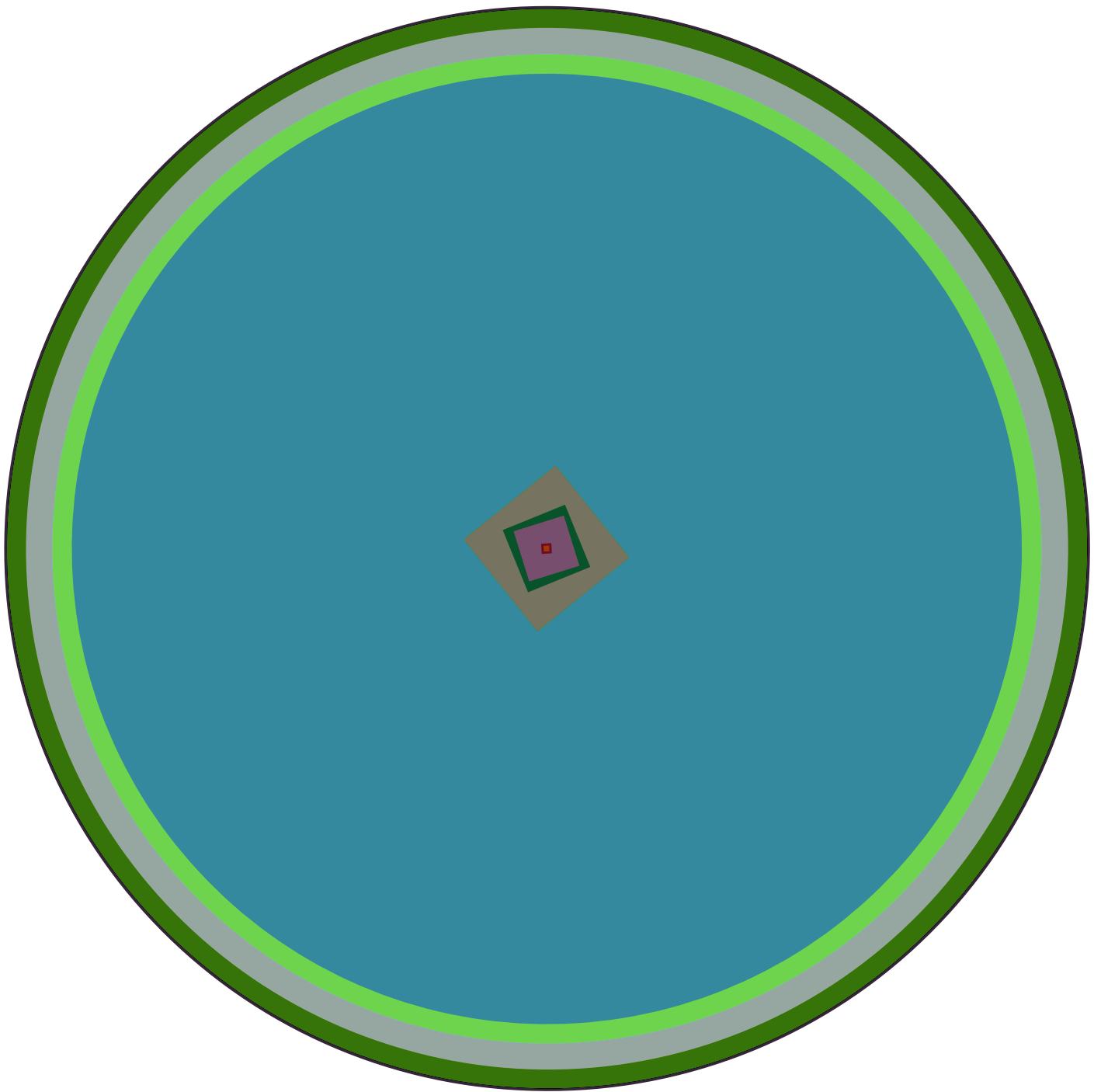
Vasilis van Gemert — 15-12-2016



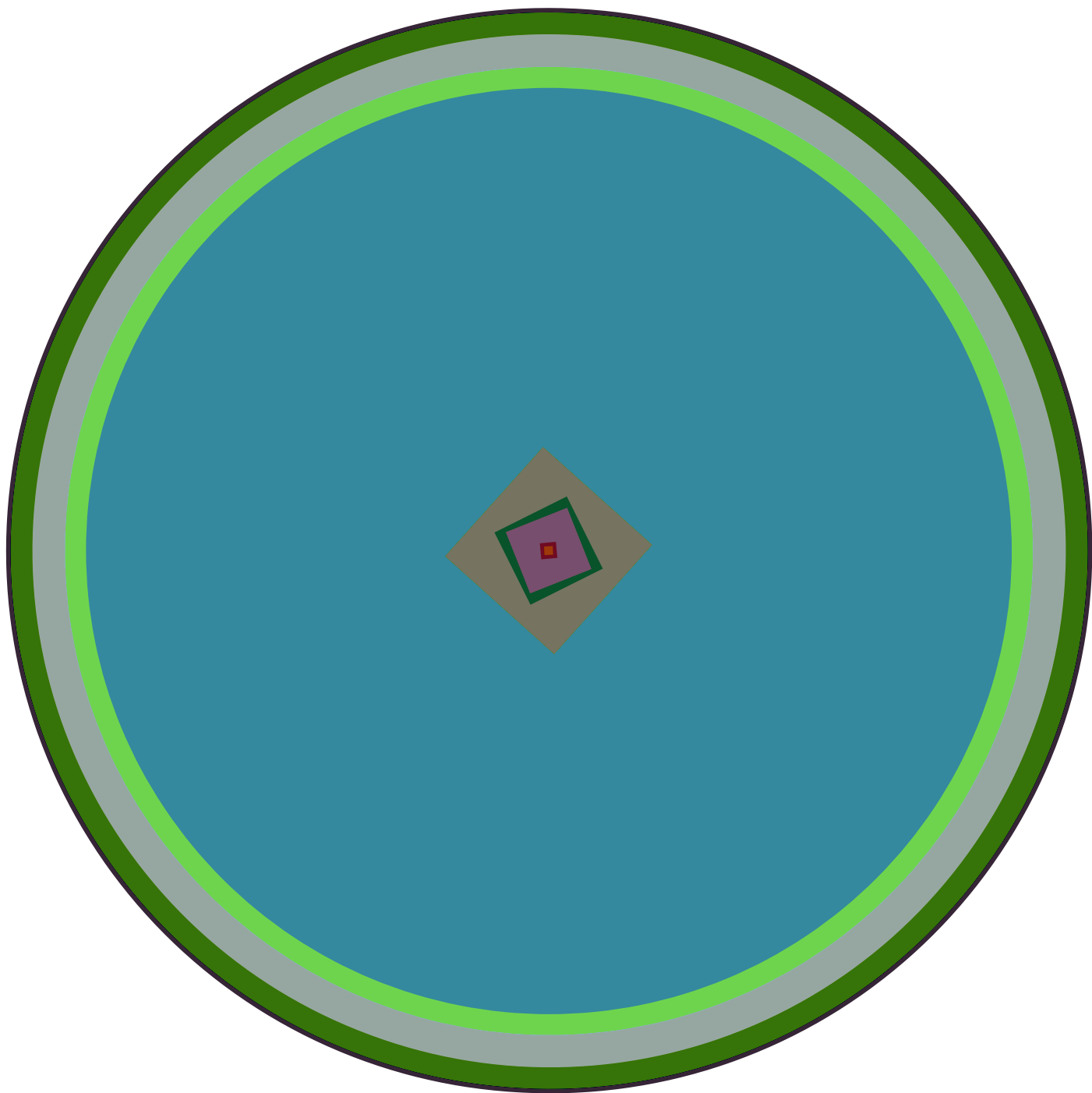




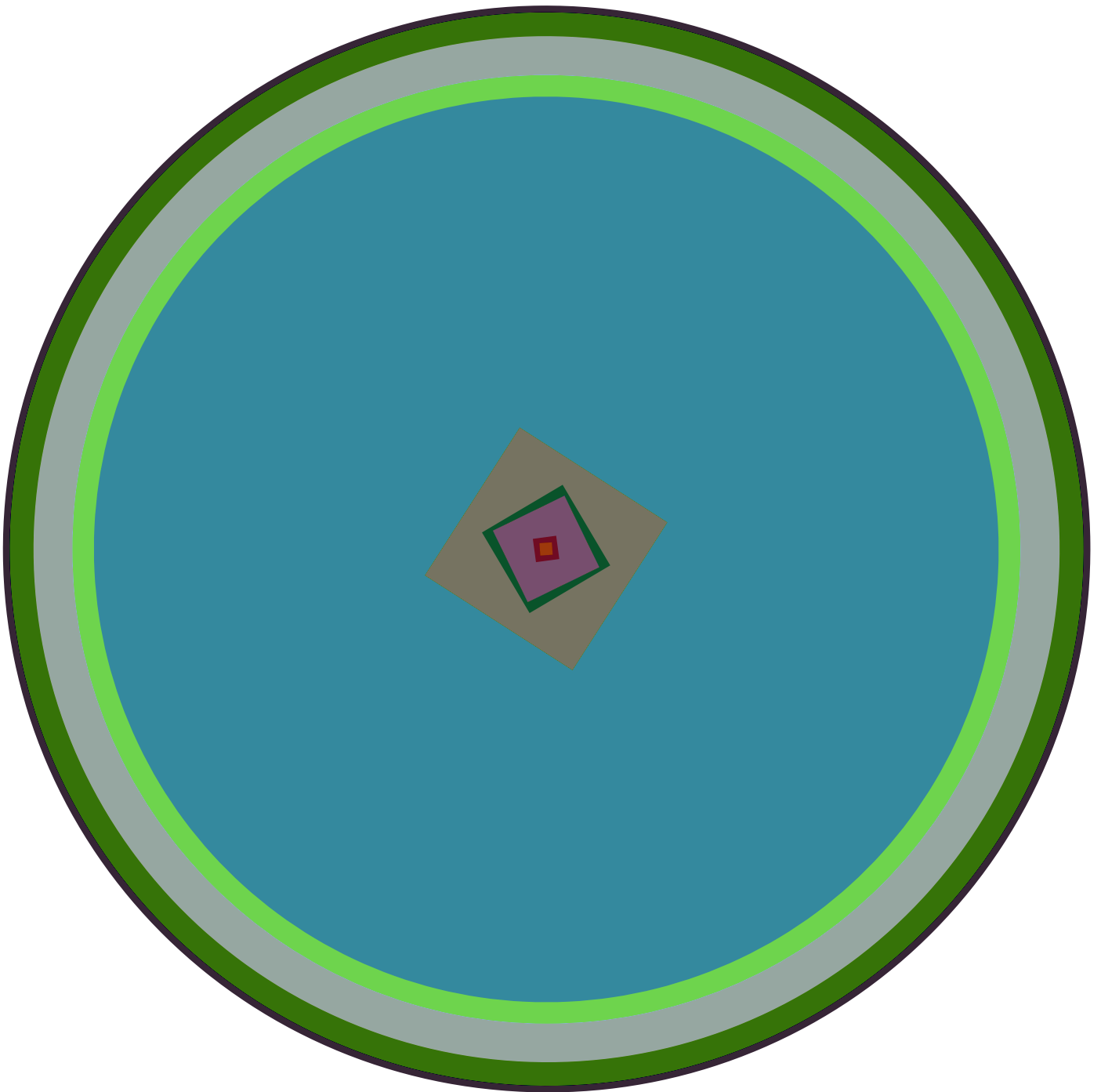
14.2 seconds.



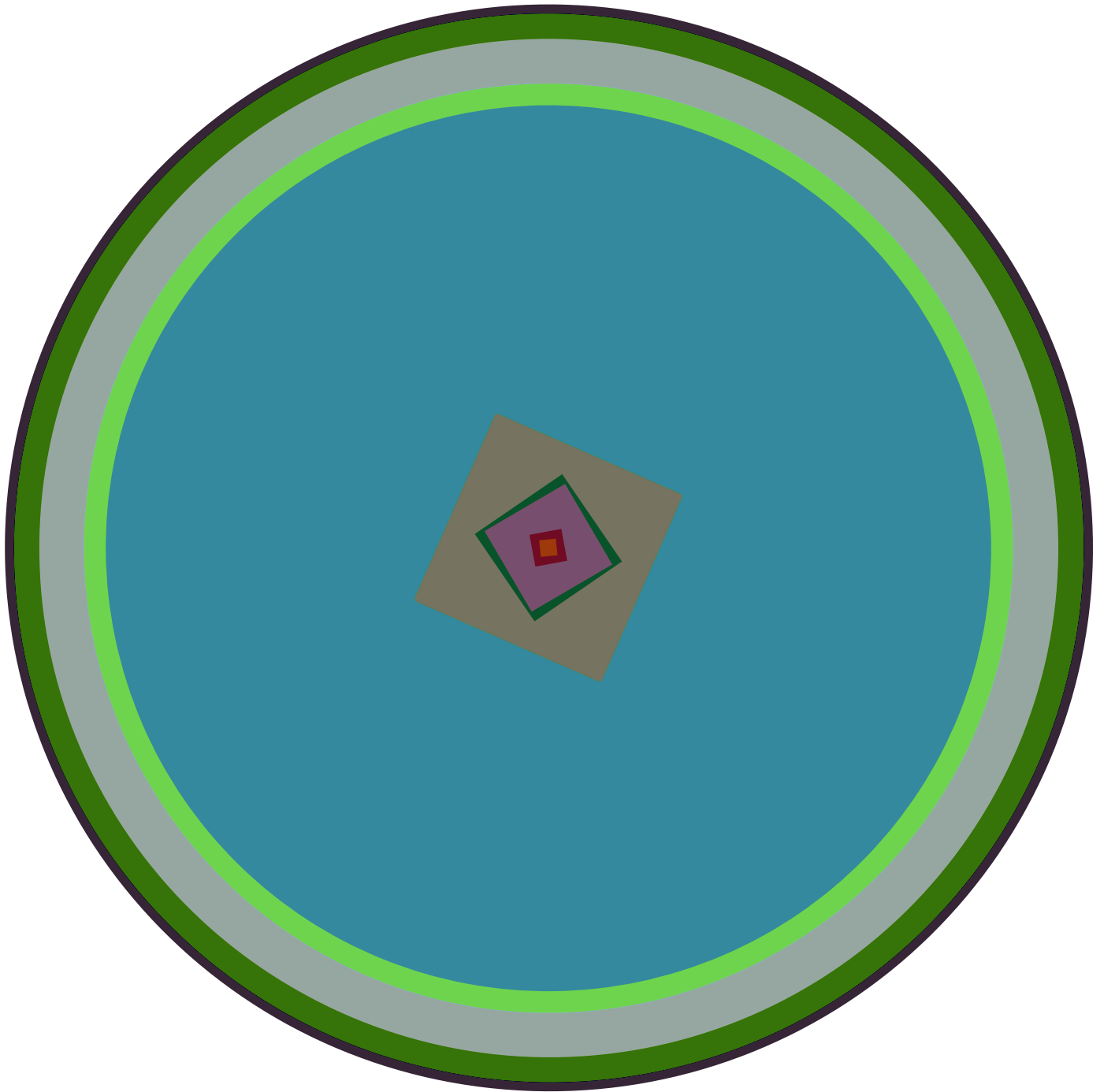
21.3 seconds.



28.4 seconds.

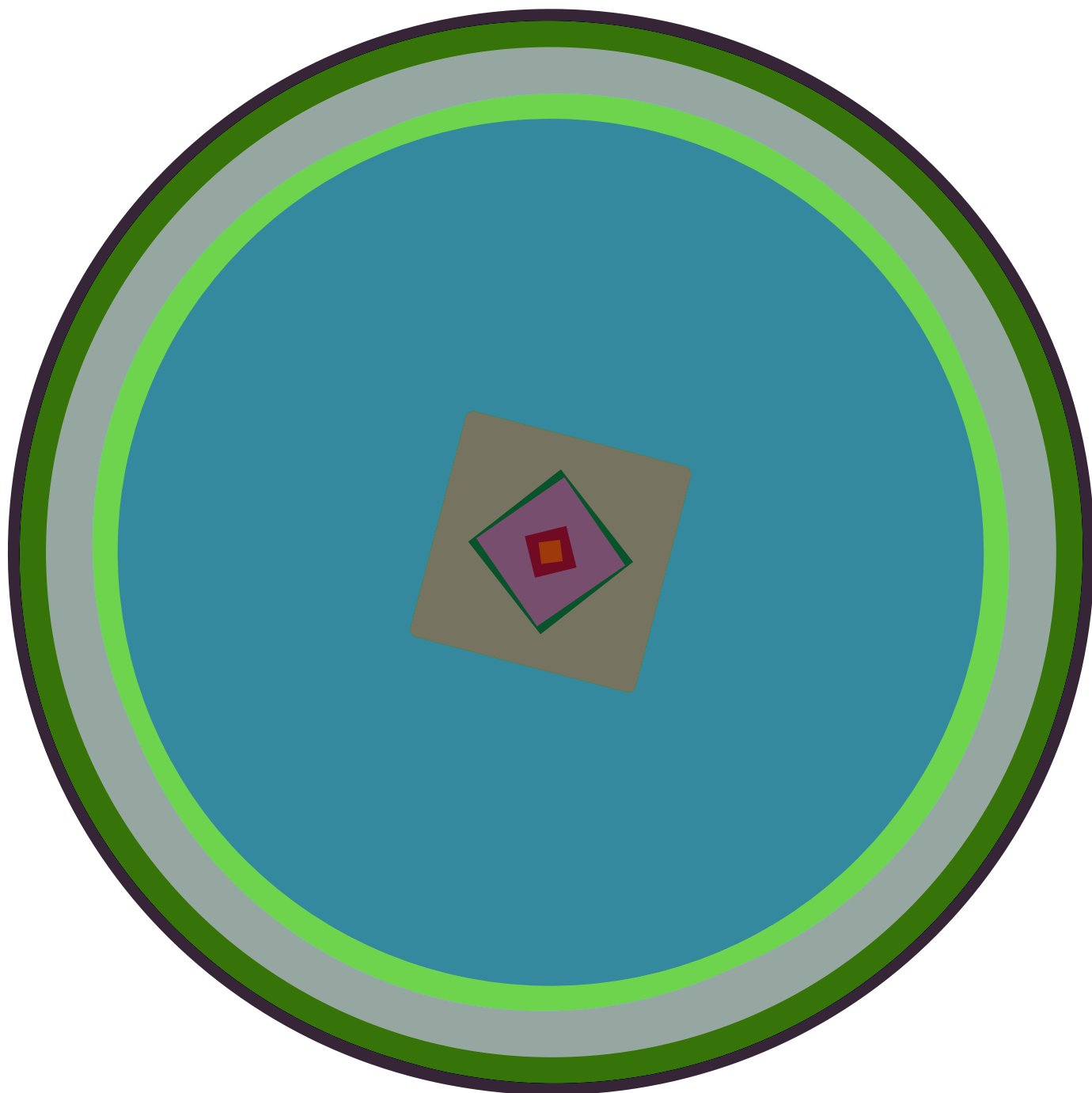


35.5 seconds.

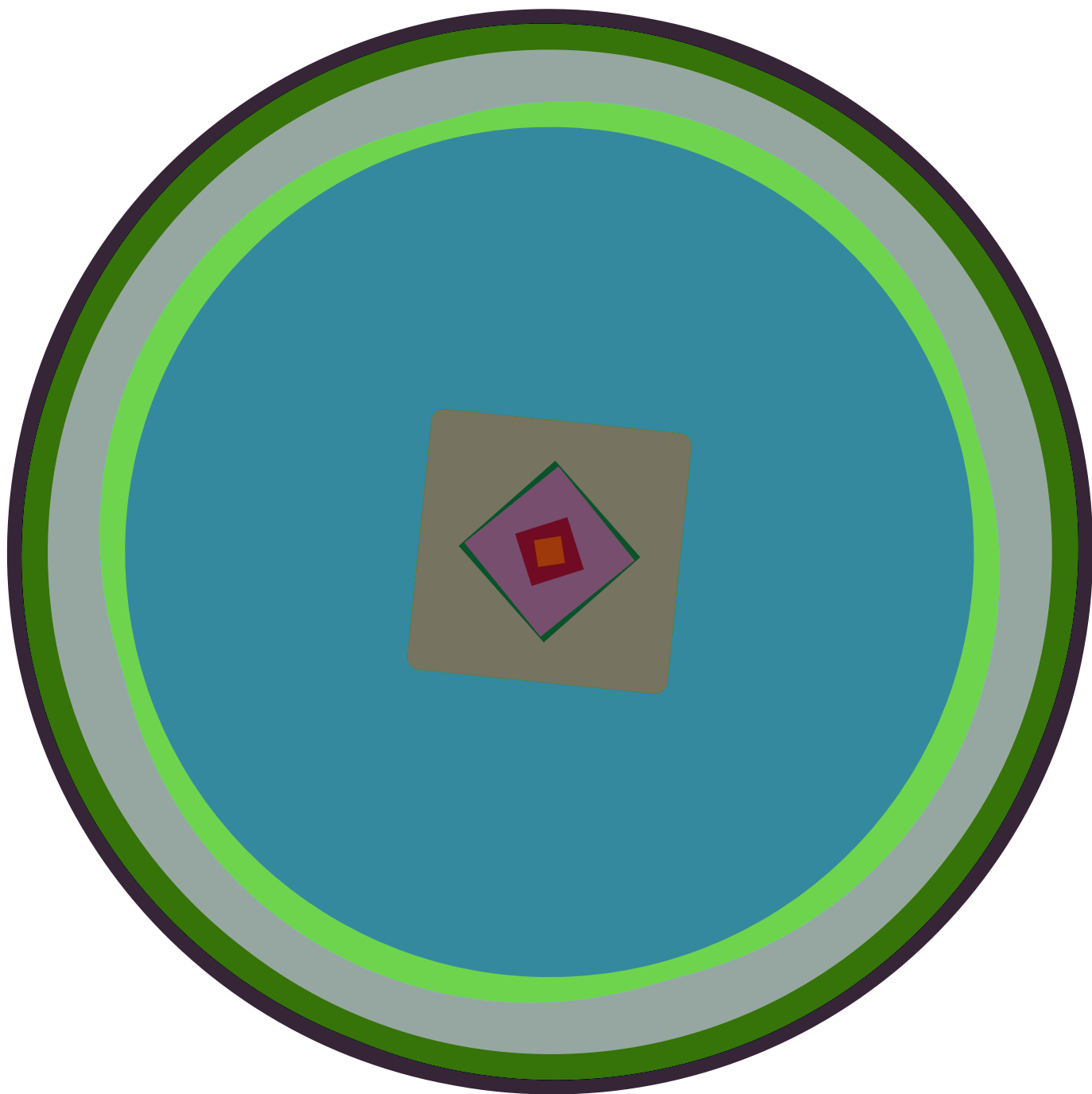


42.6 seconds.

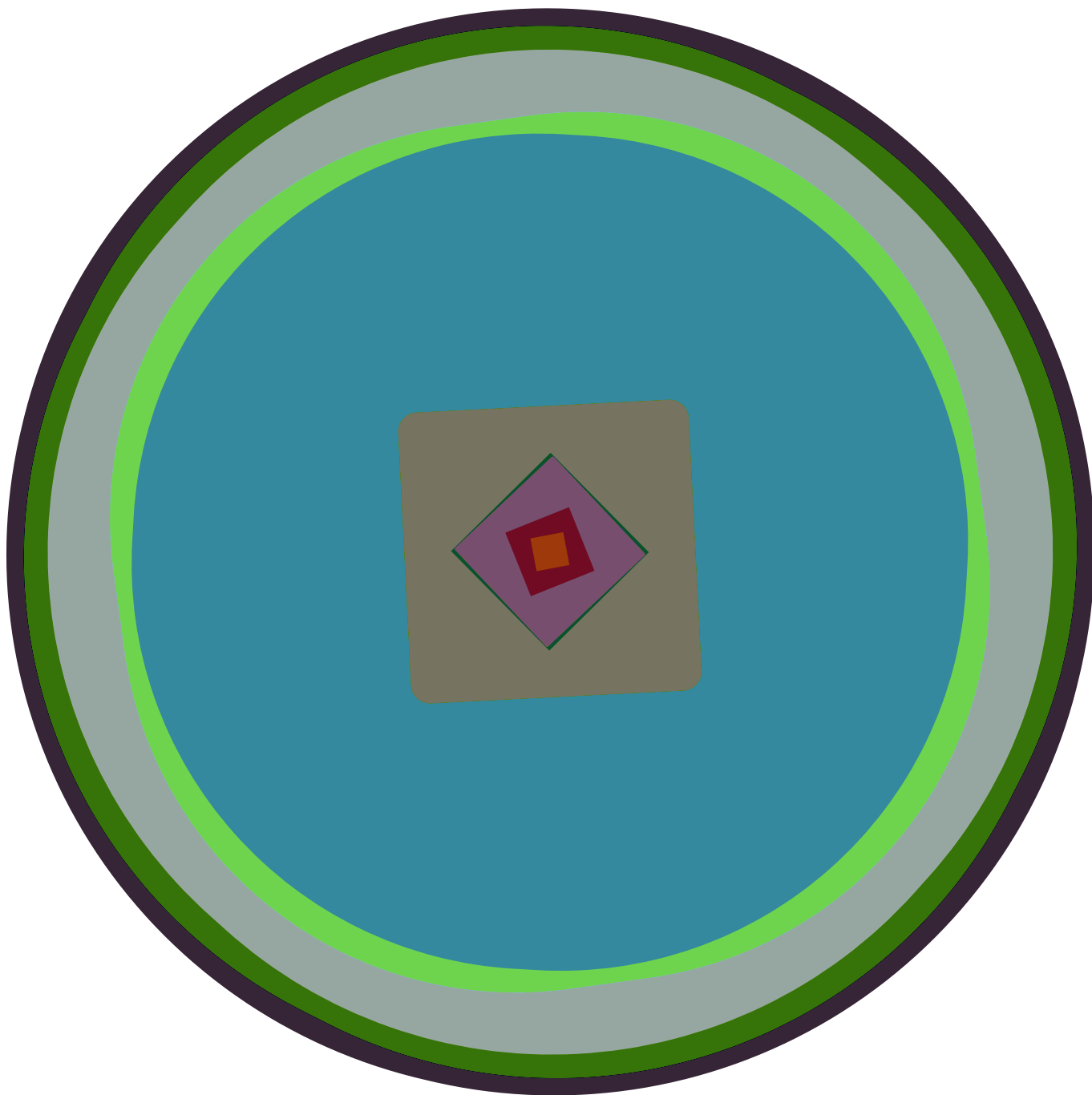




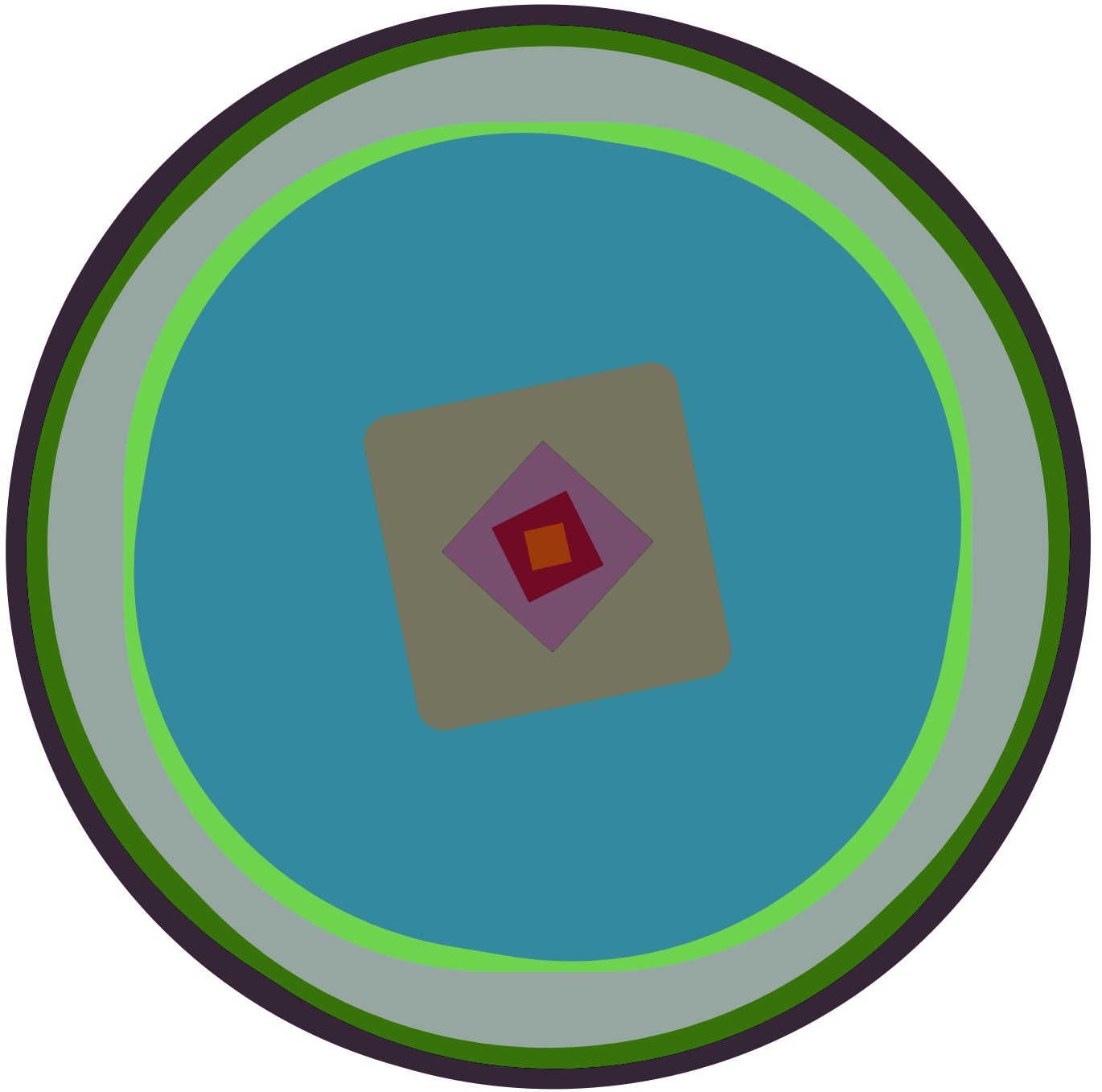
49.7 seconds.



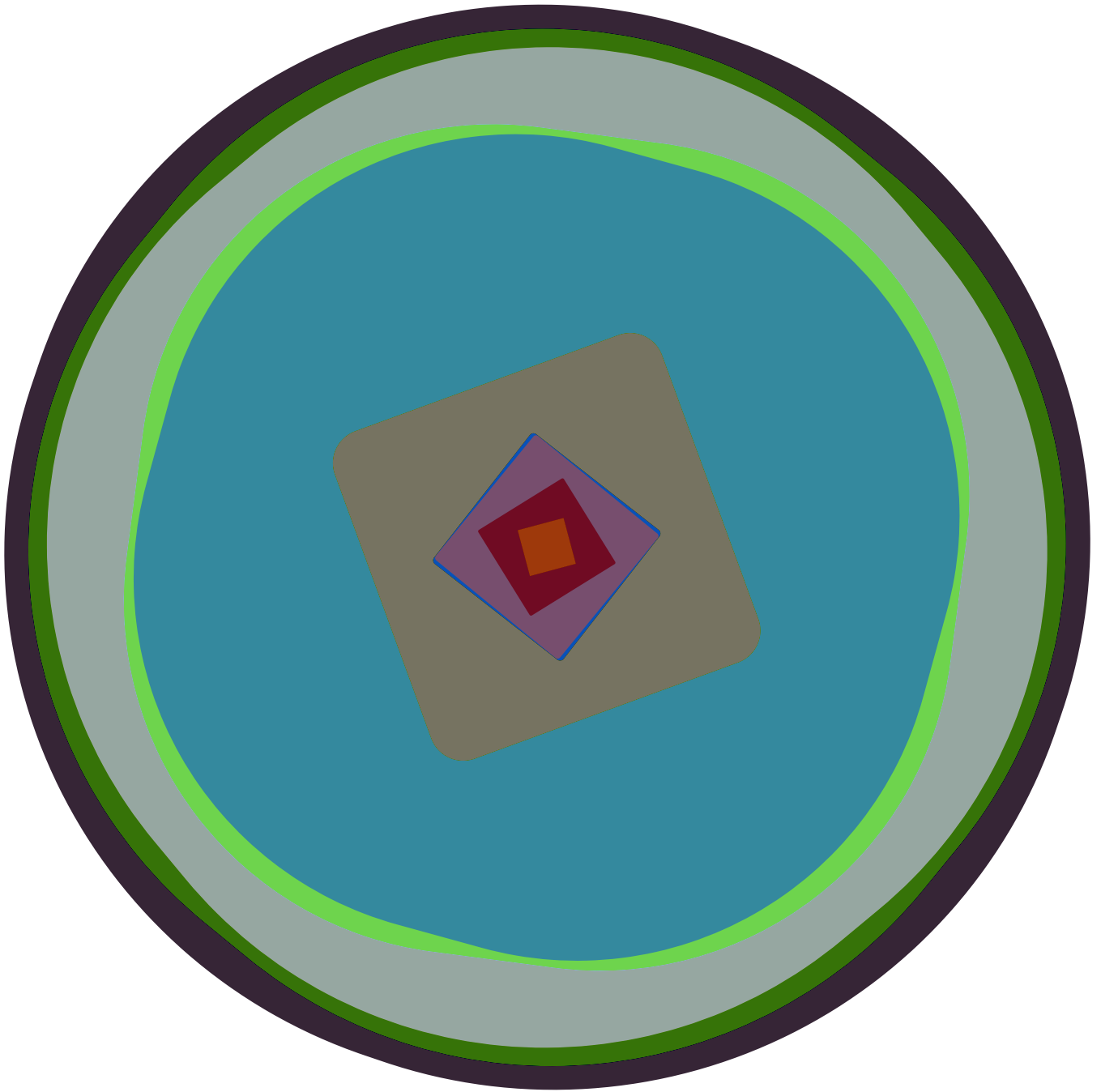
56.8 seconds.



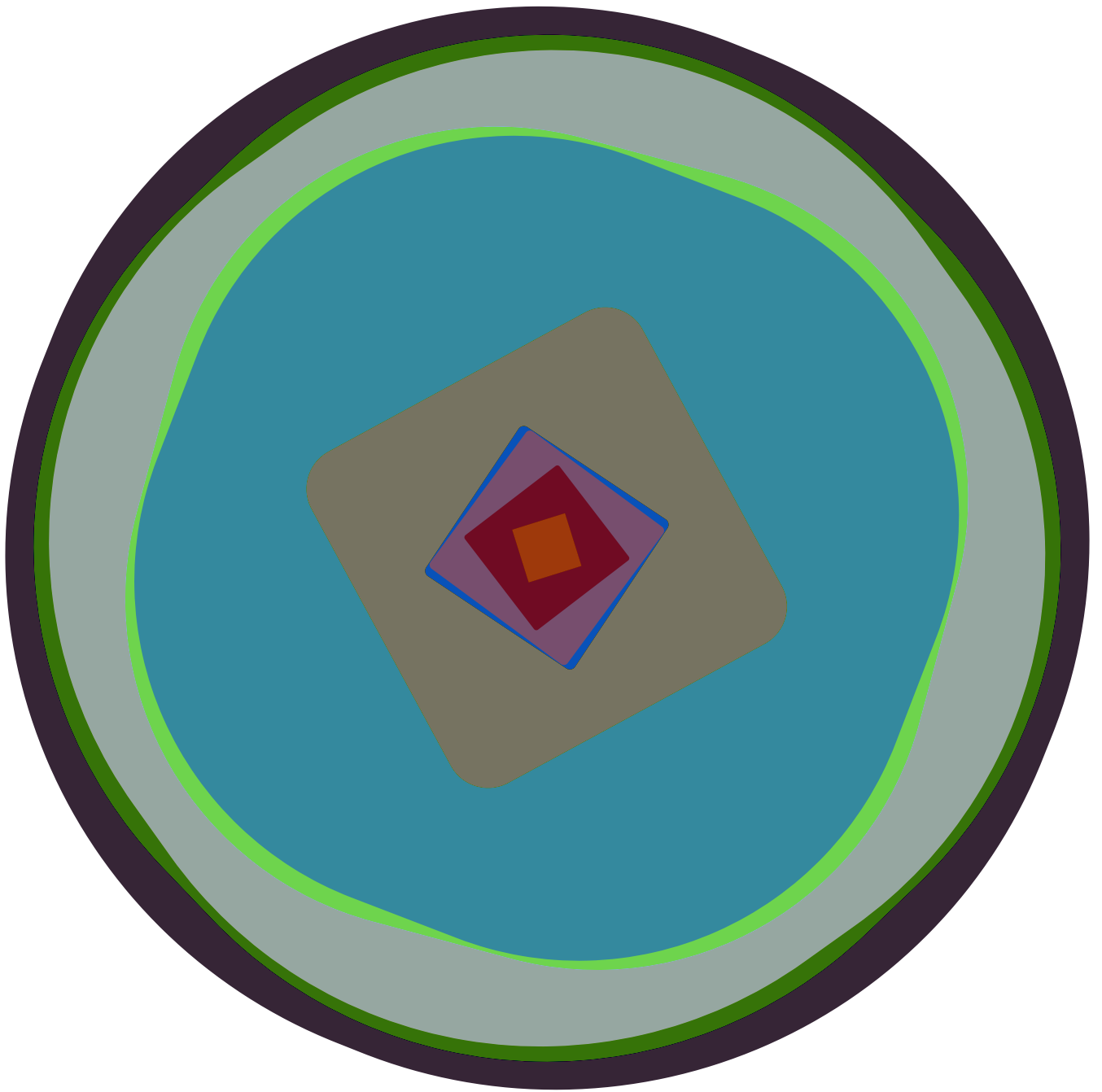
63.9 seconds.



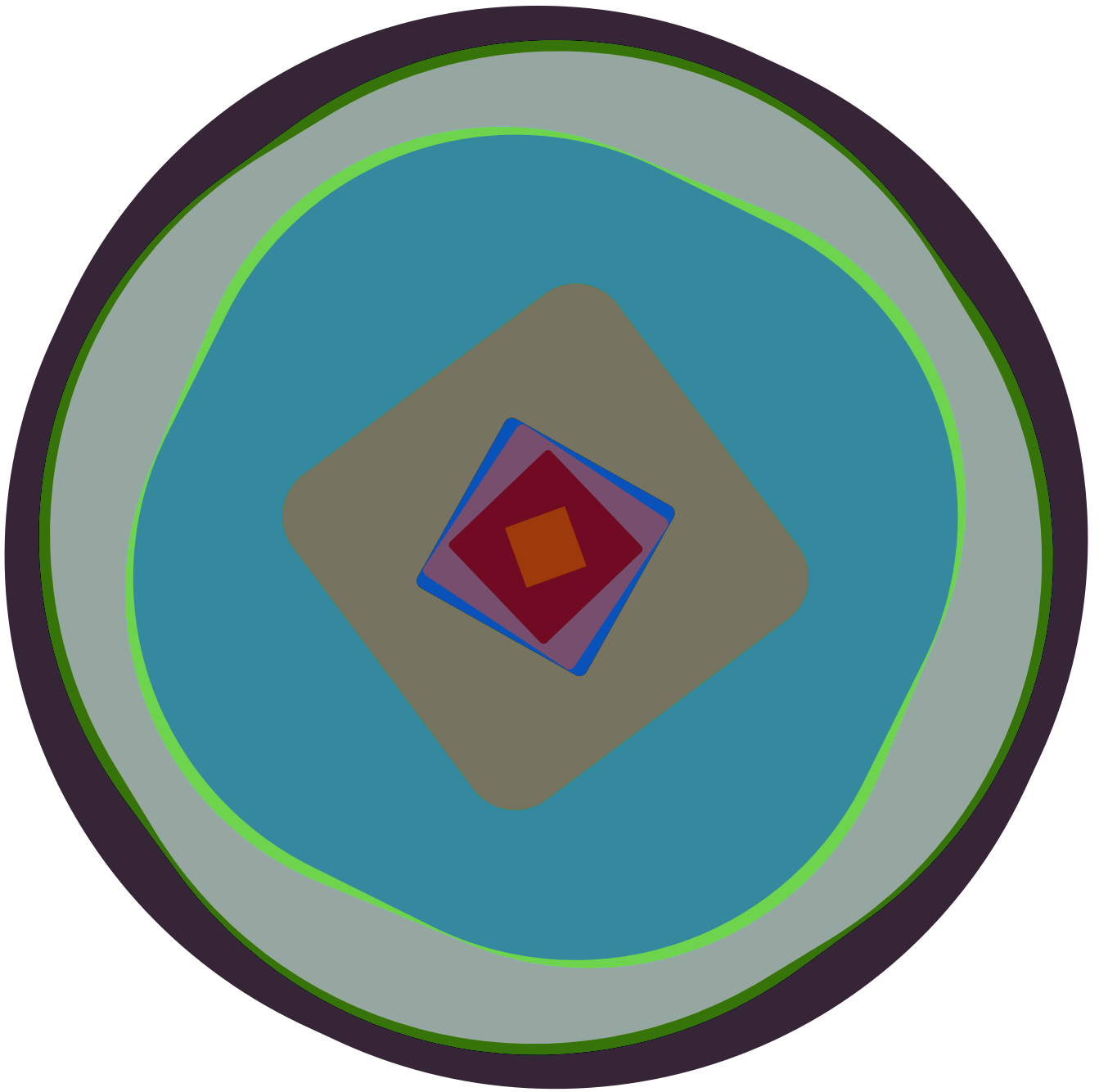
71 seconds.



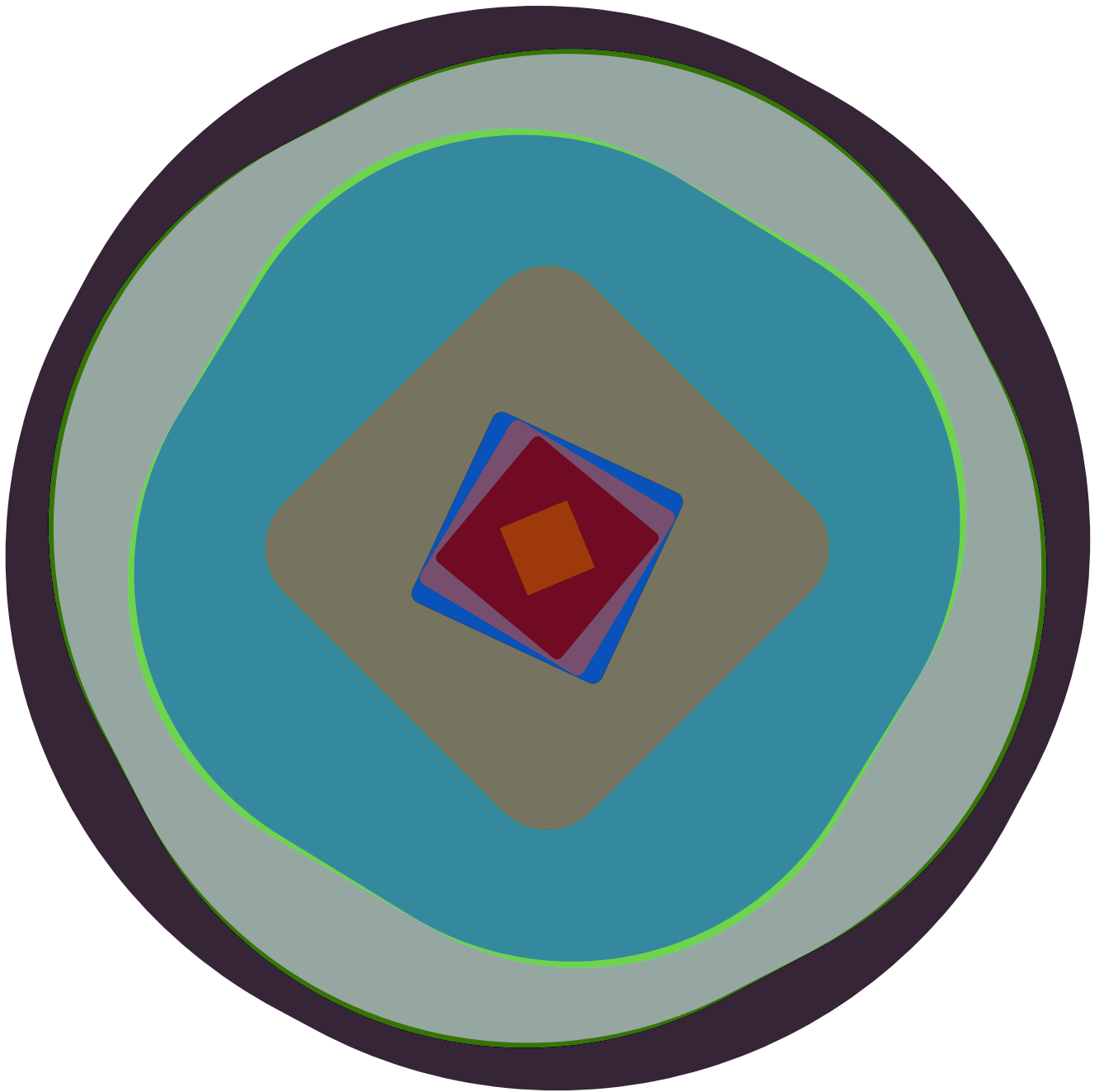
78.1 seconds.



85.2 seconds.

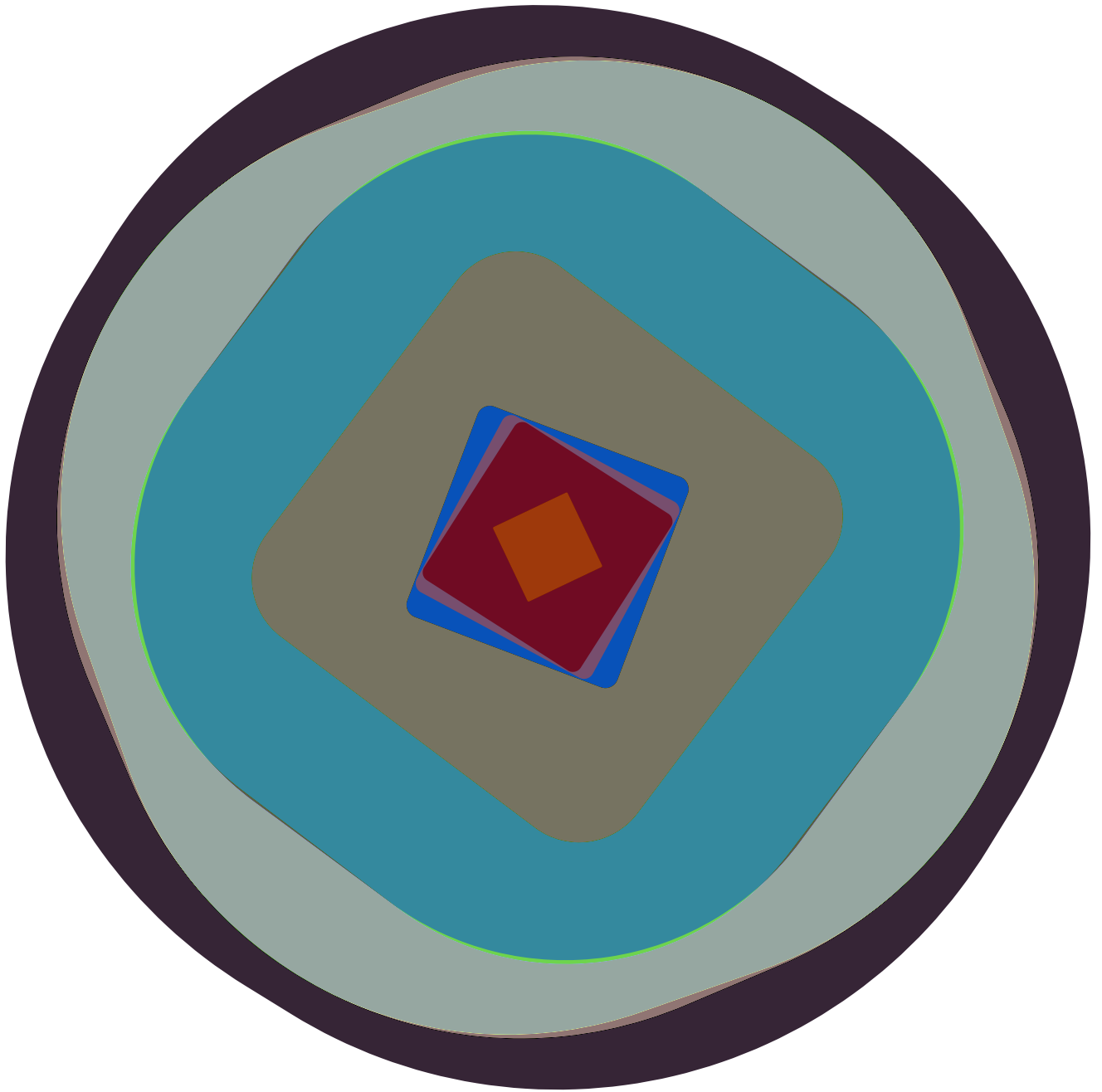


92.3 seconds.

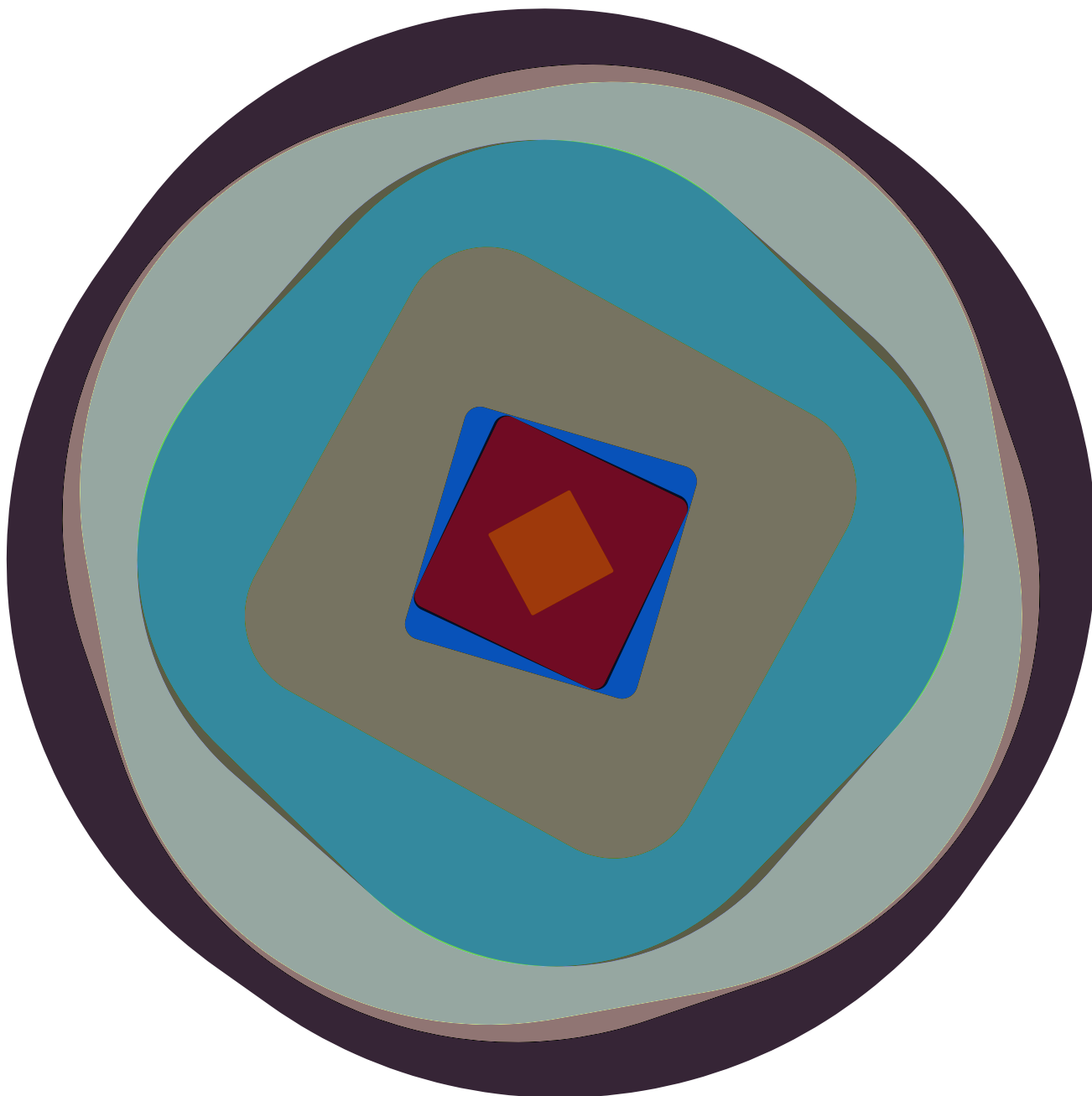


99.4 seconds.

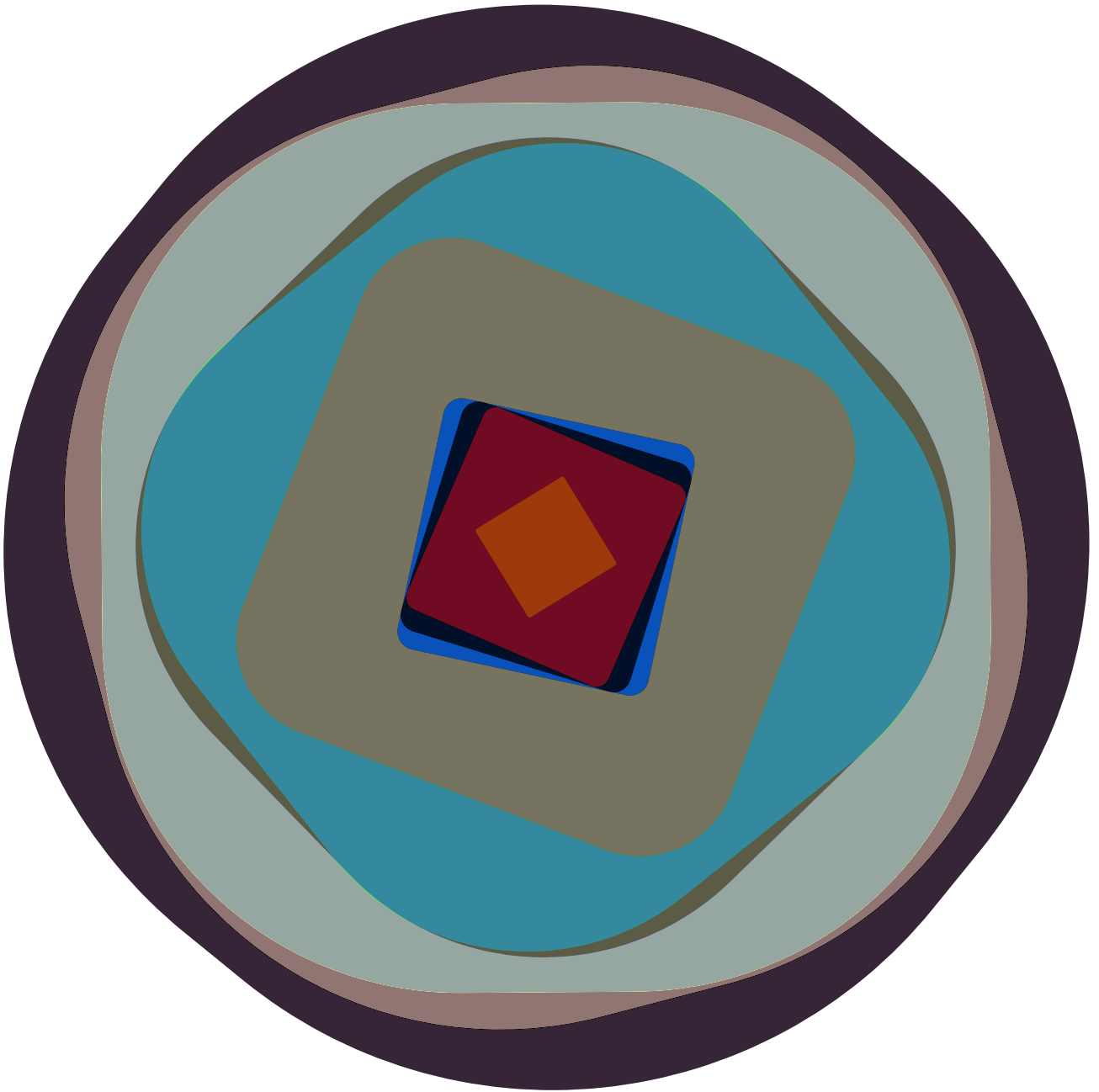




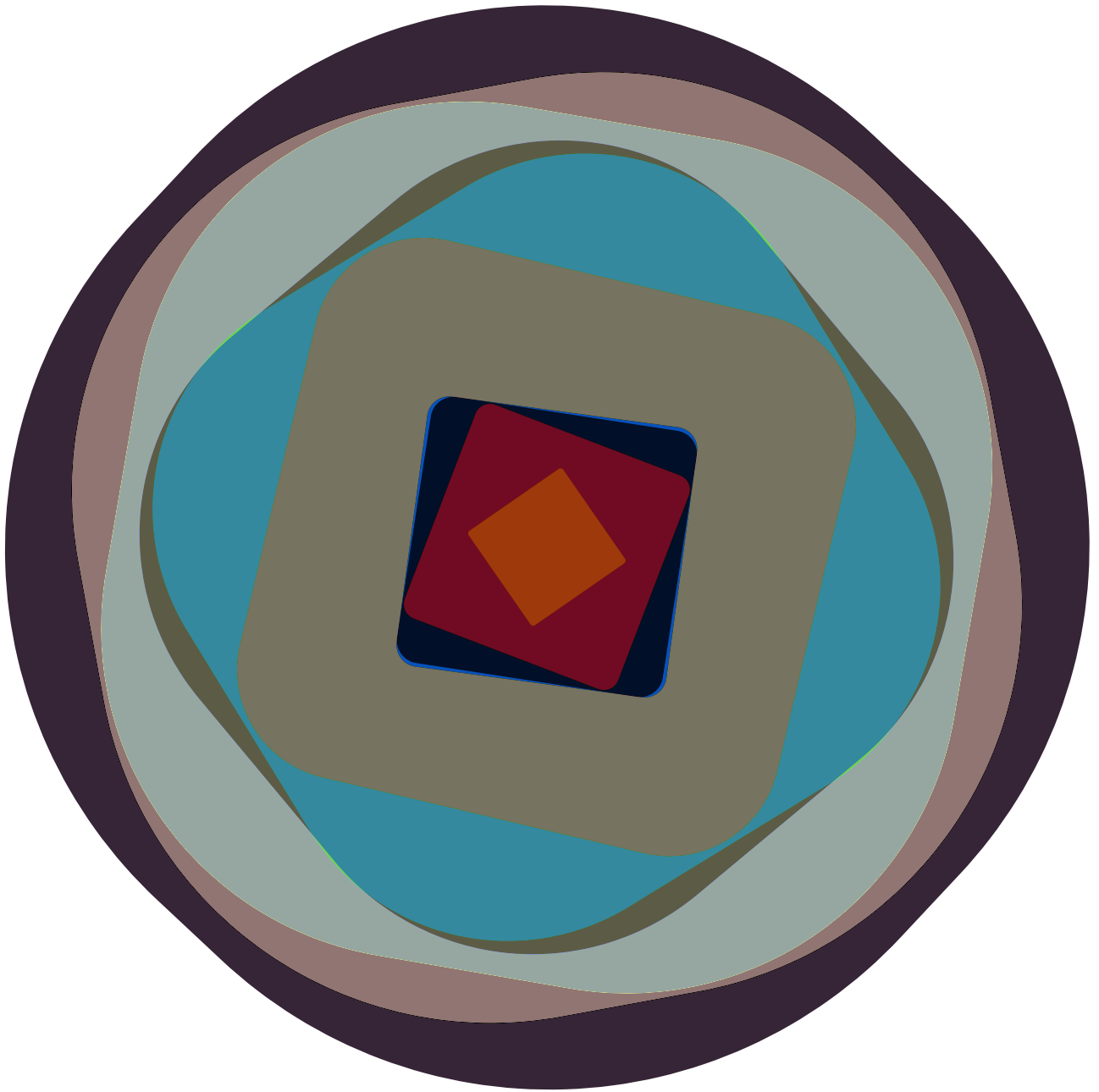
106.5 seconds.



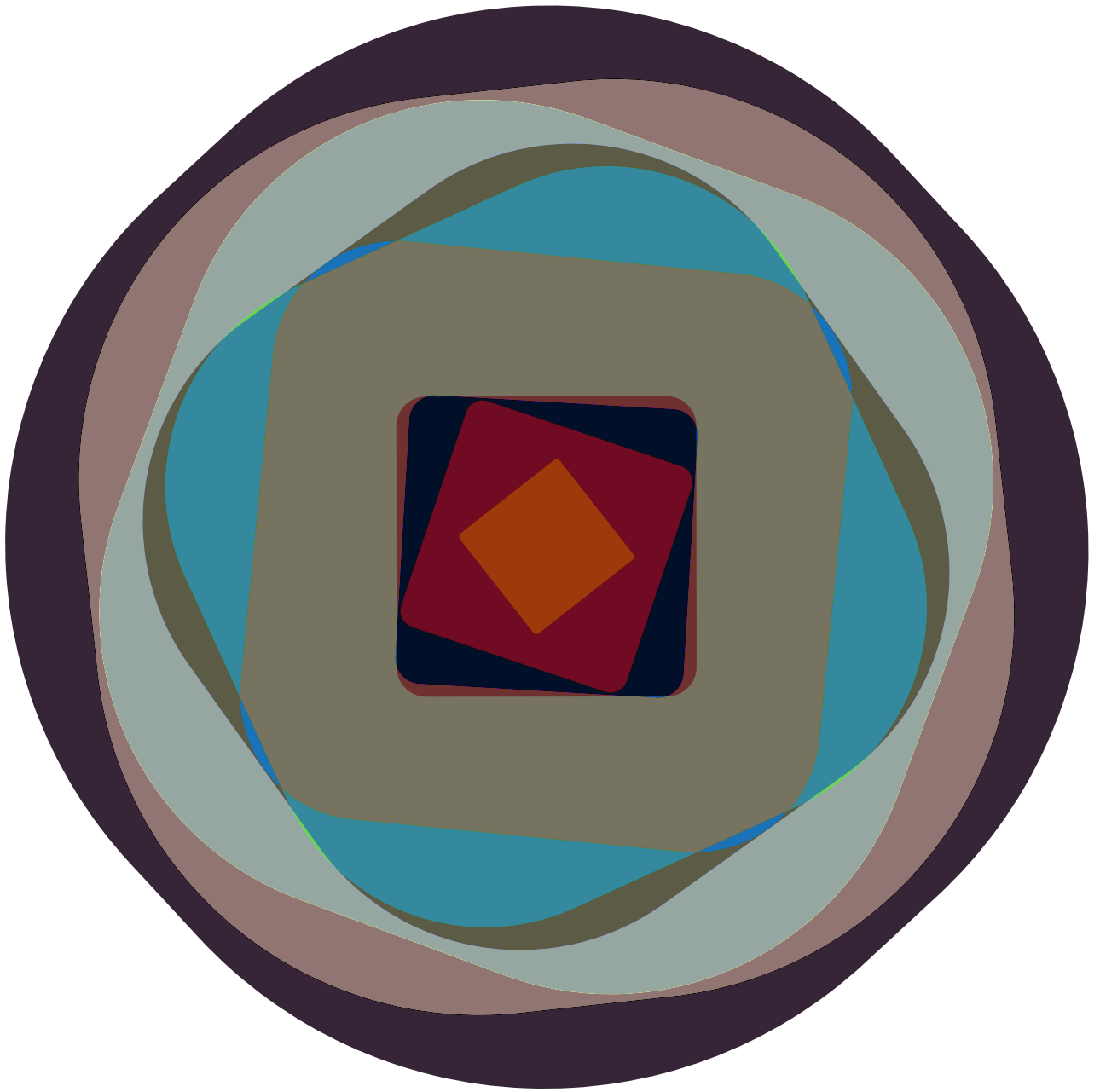
113.6 seconds.



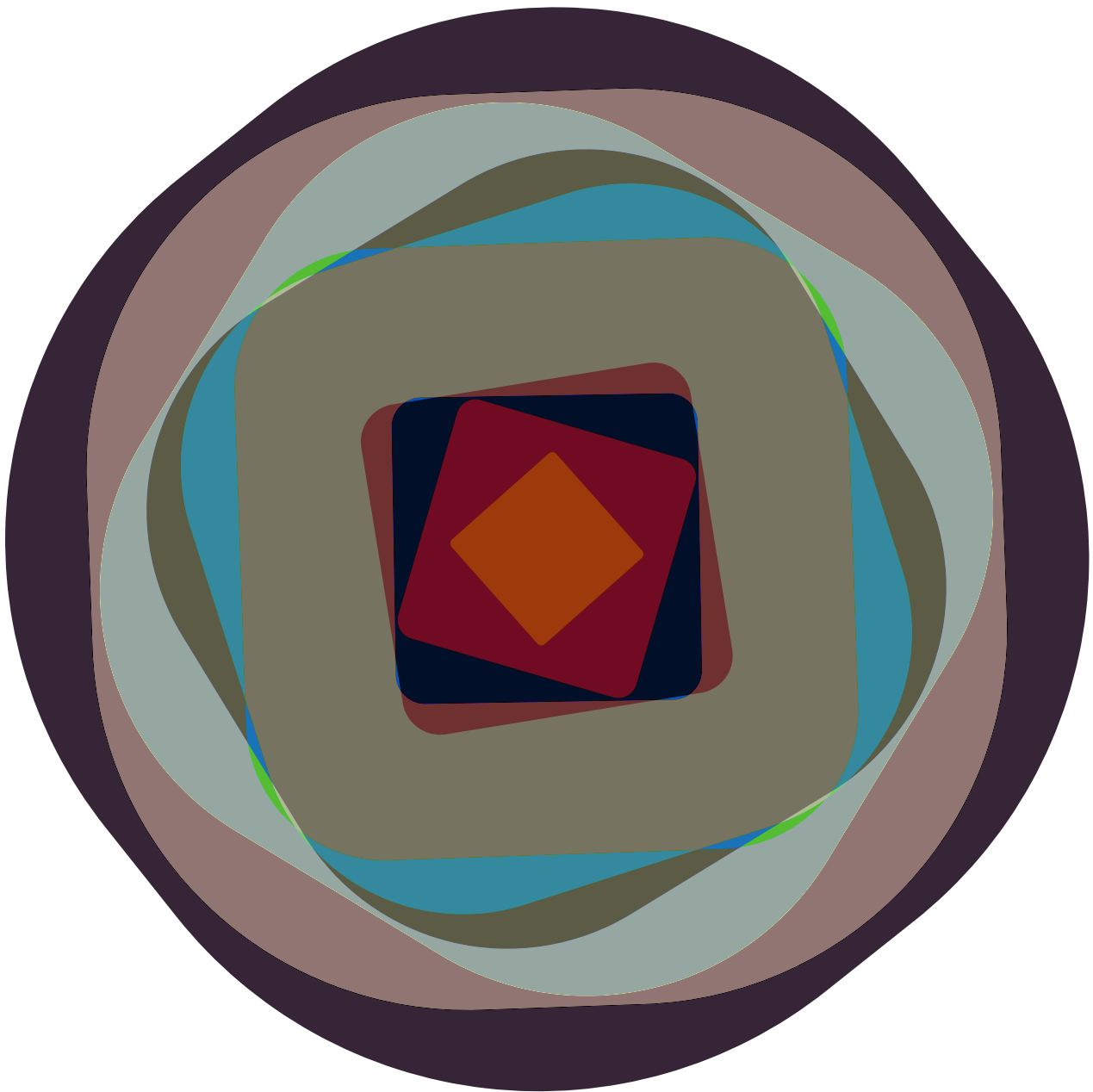
120.7 seconds.



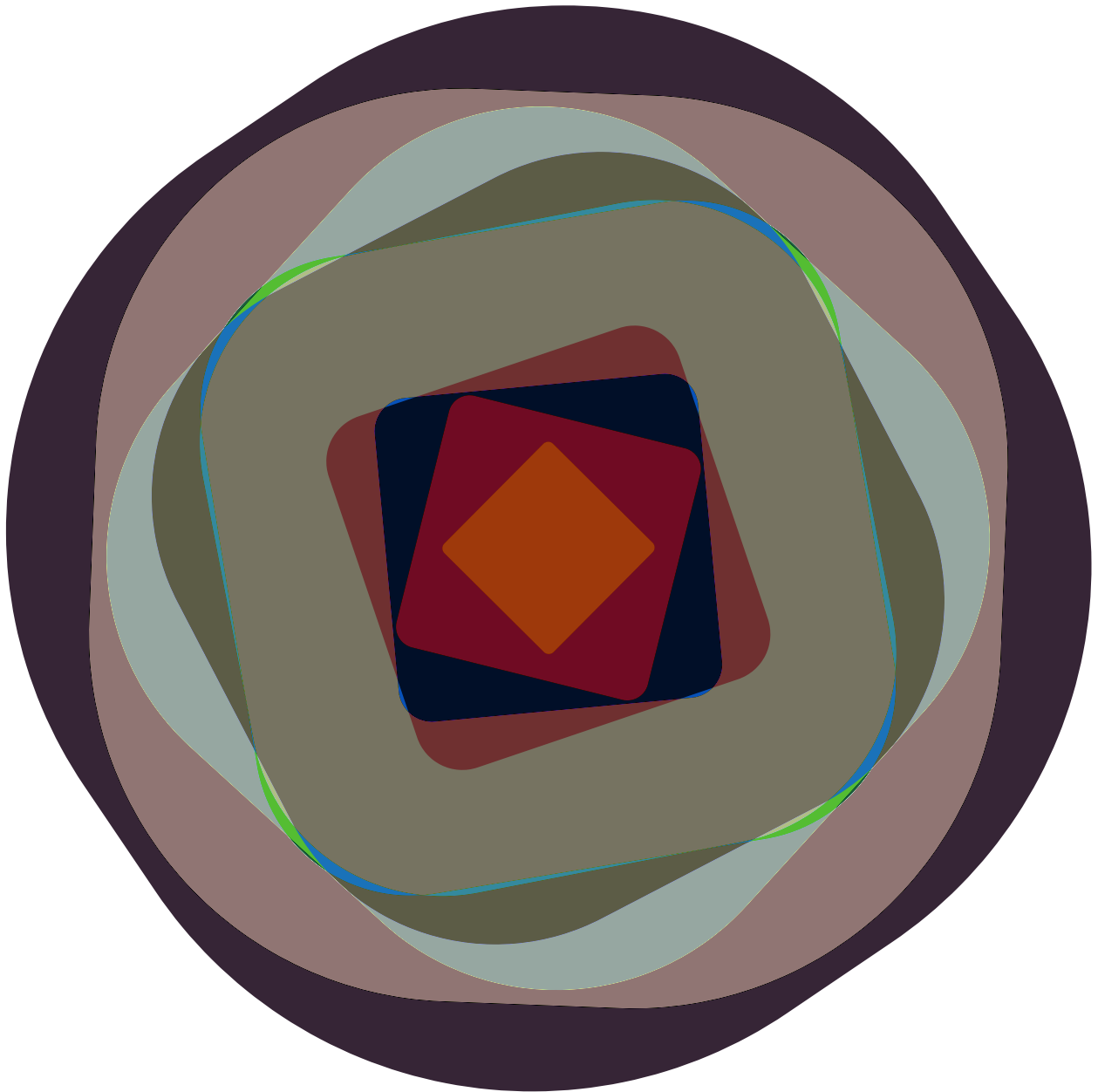
127.8 seconds.

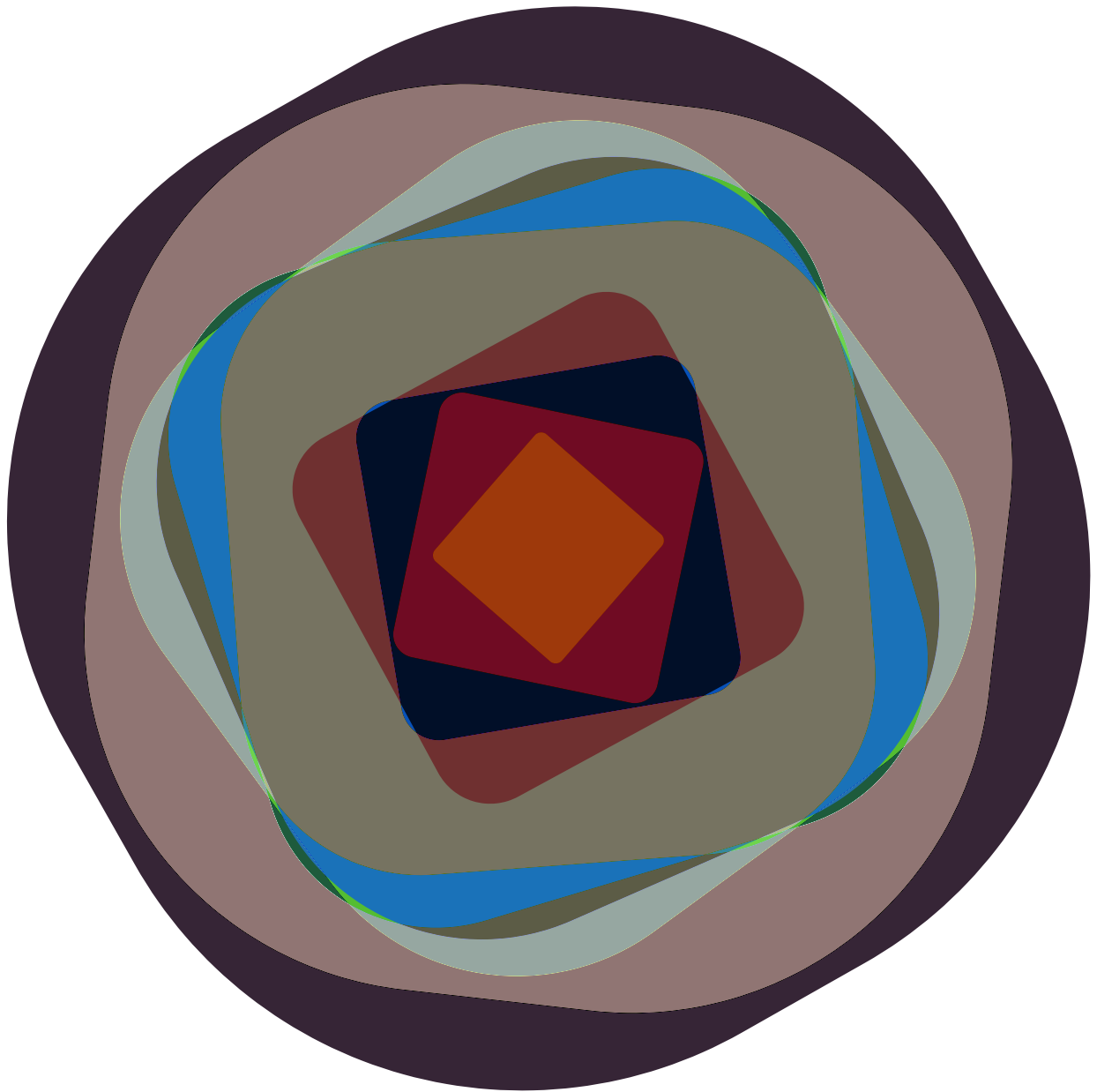


134.9 seconds.



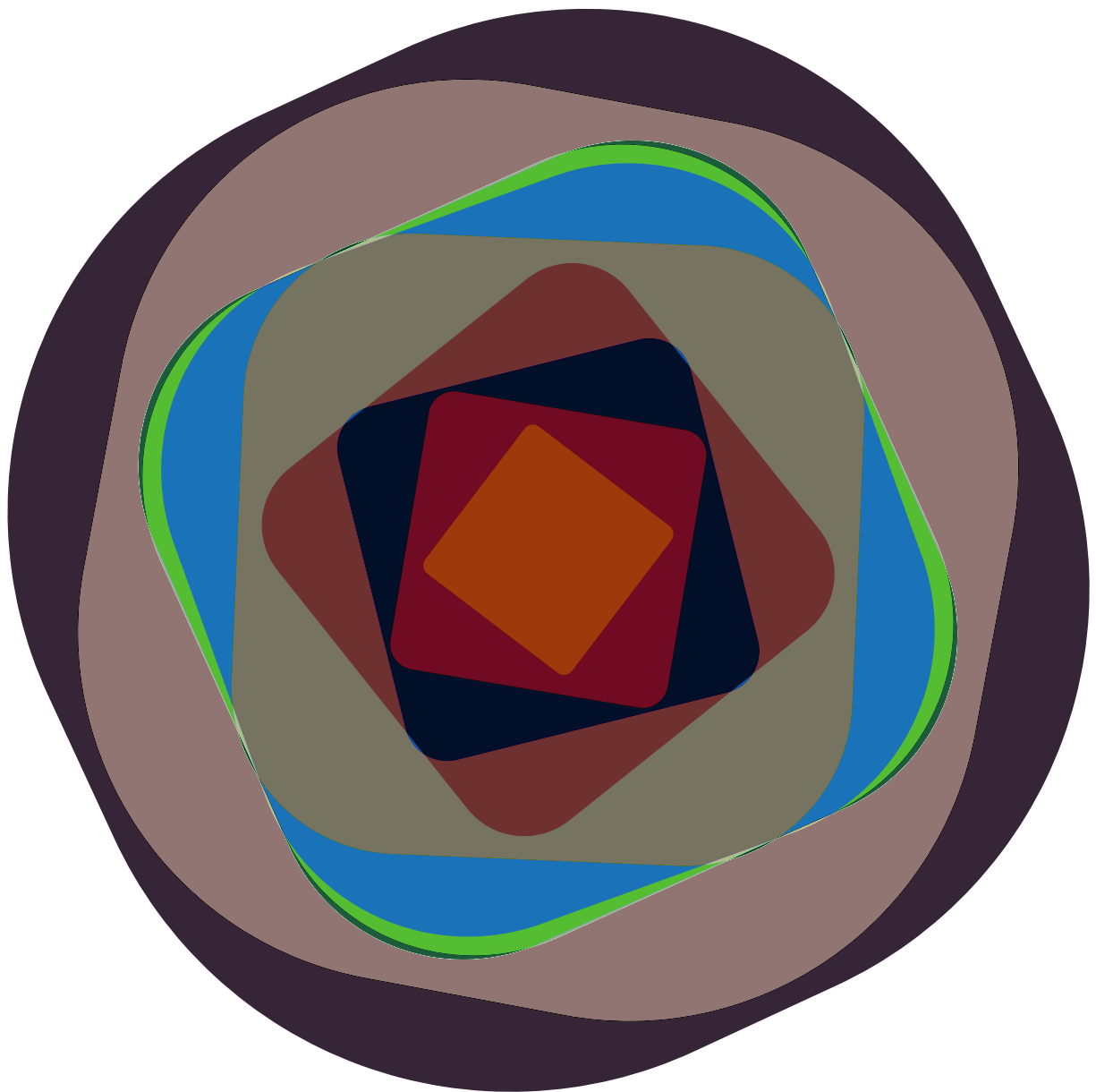
142 seconds.

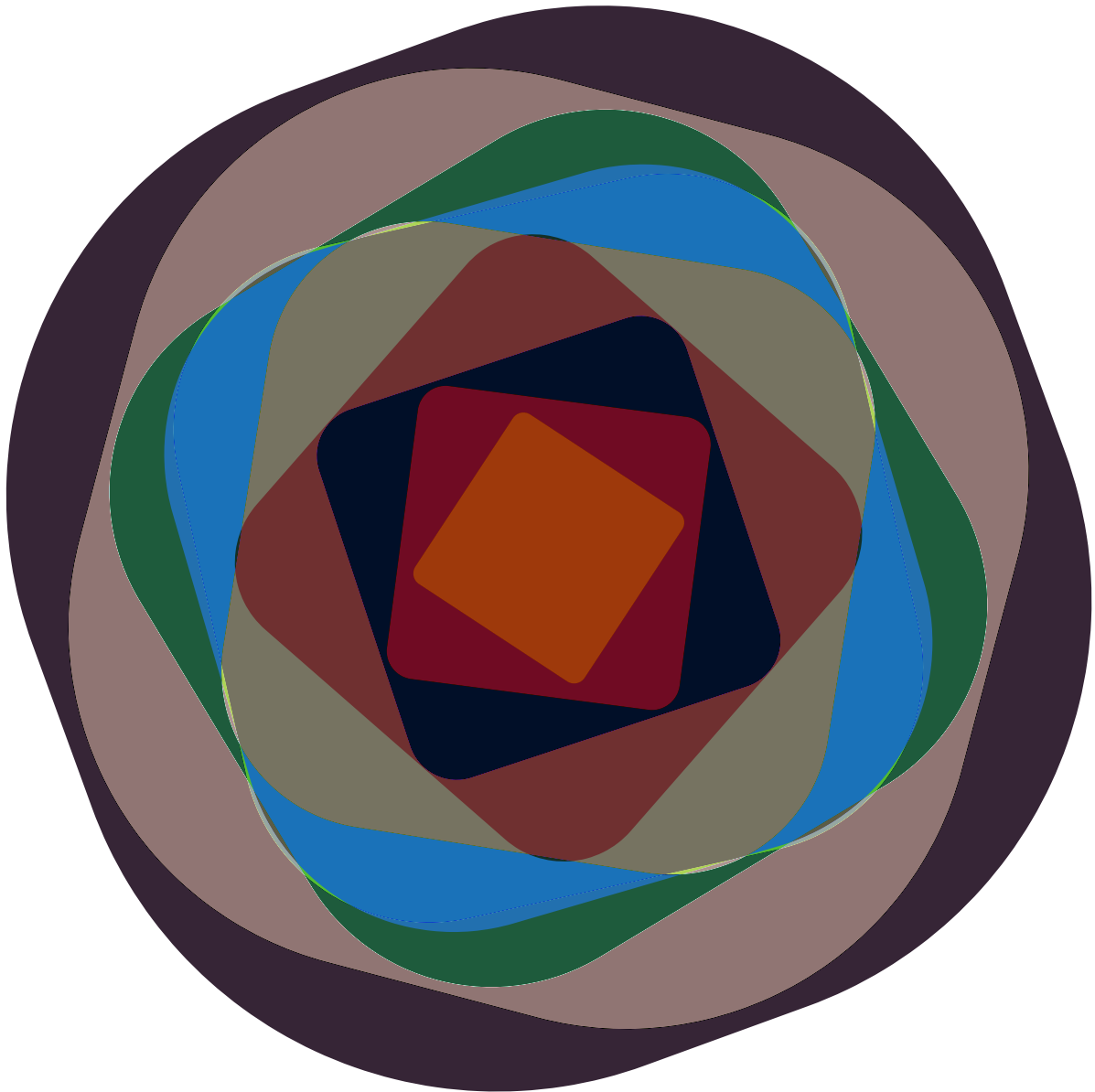




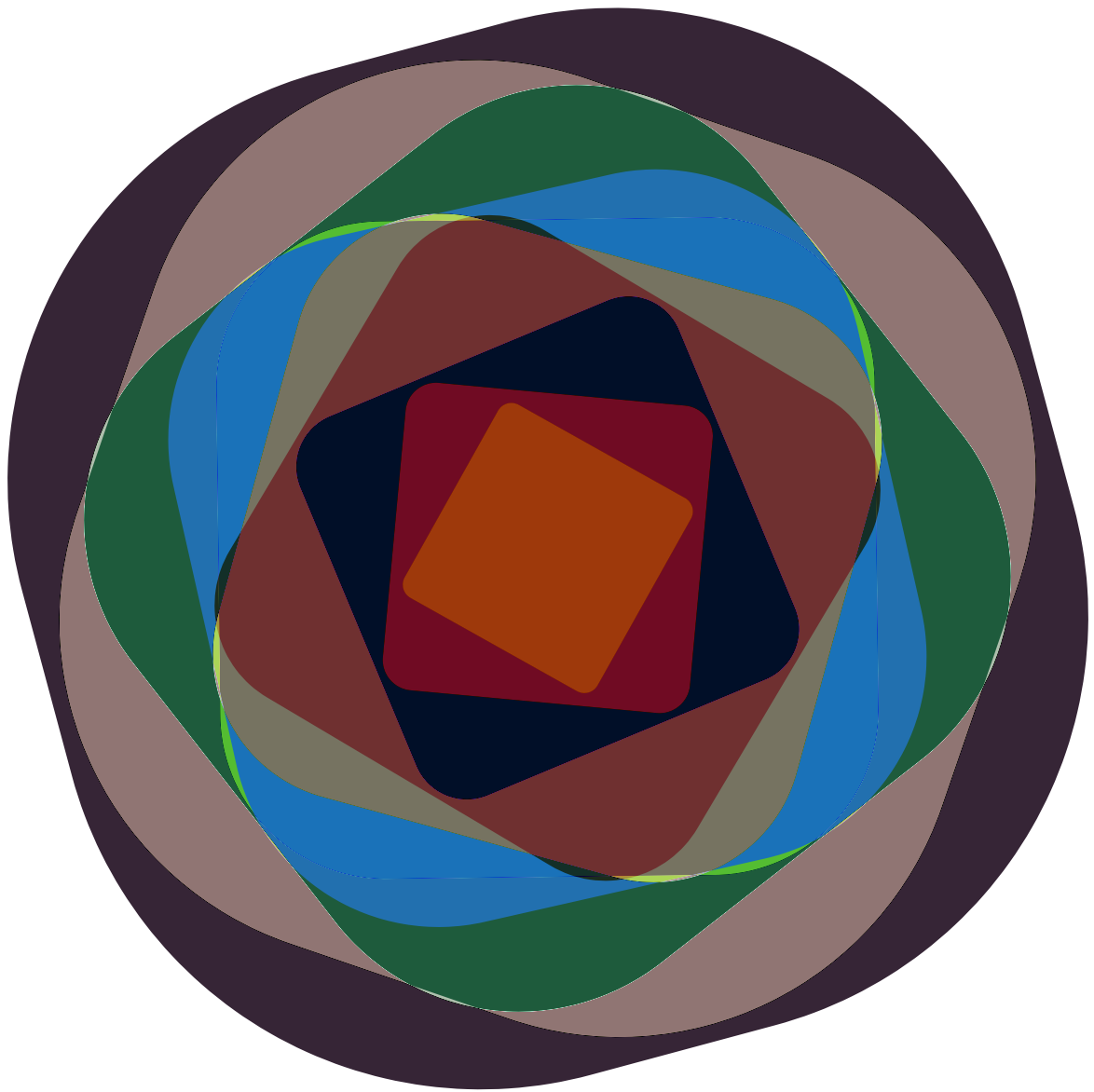
156.2 seconds.

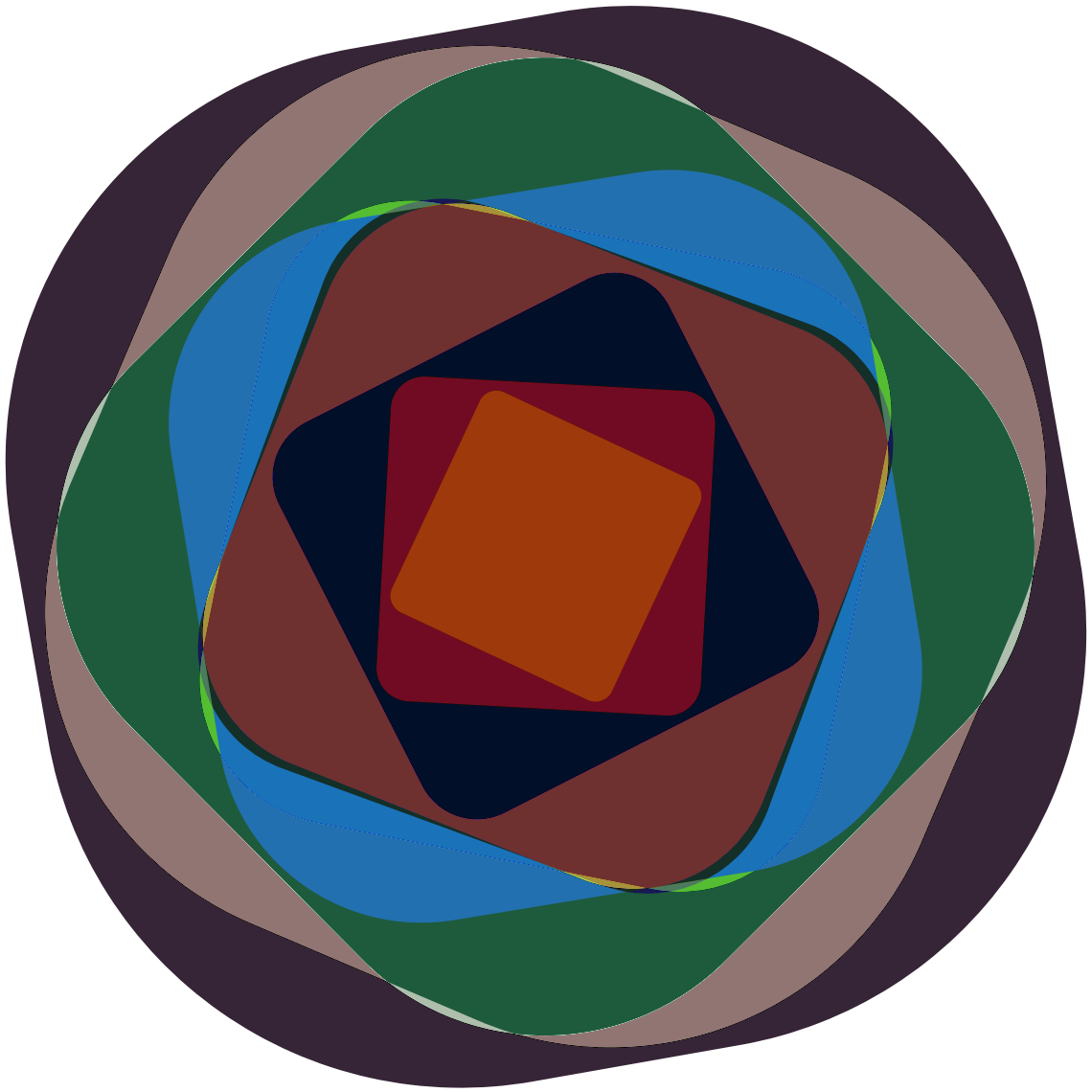




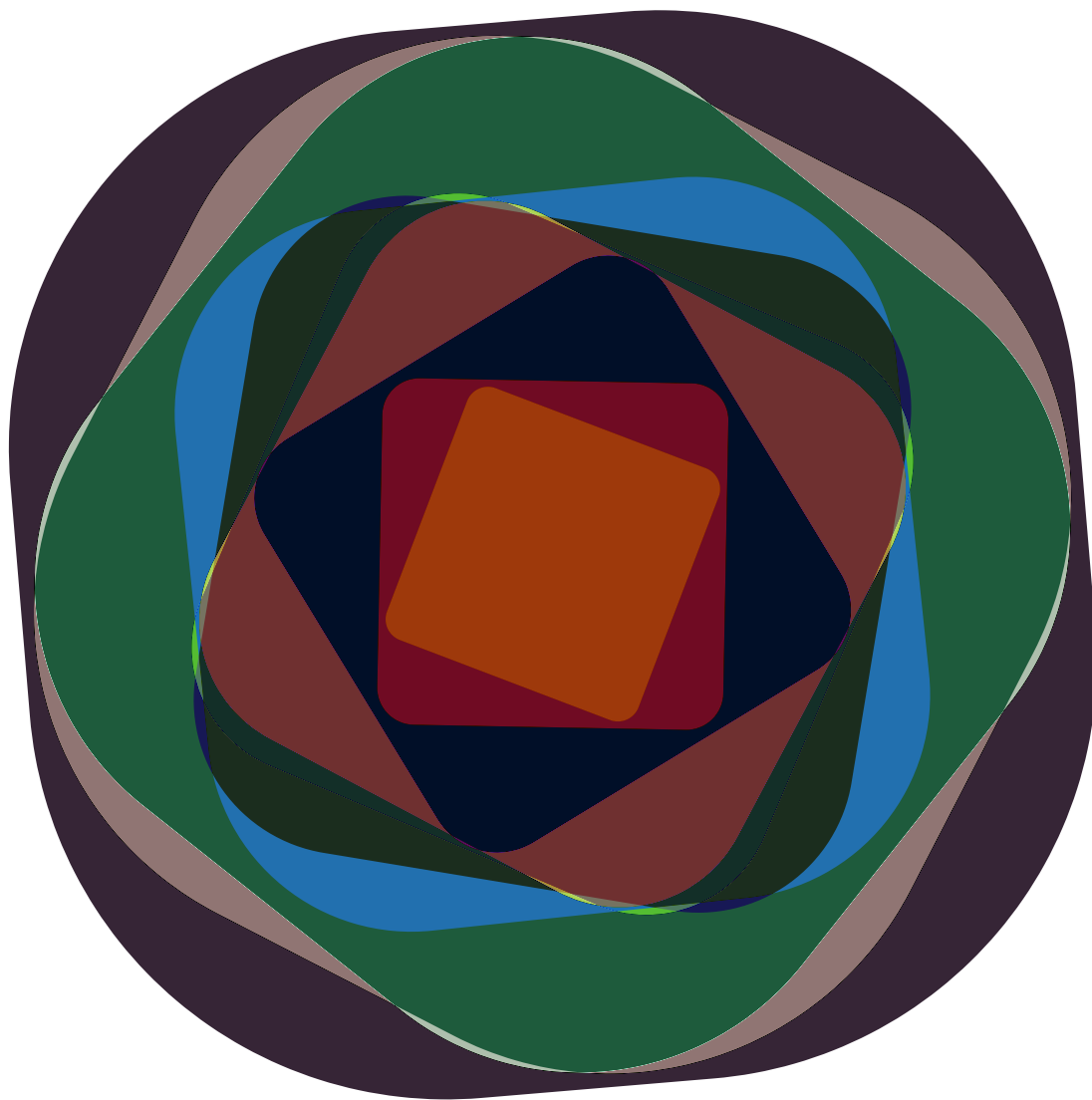


170.4 seconds.

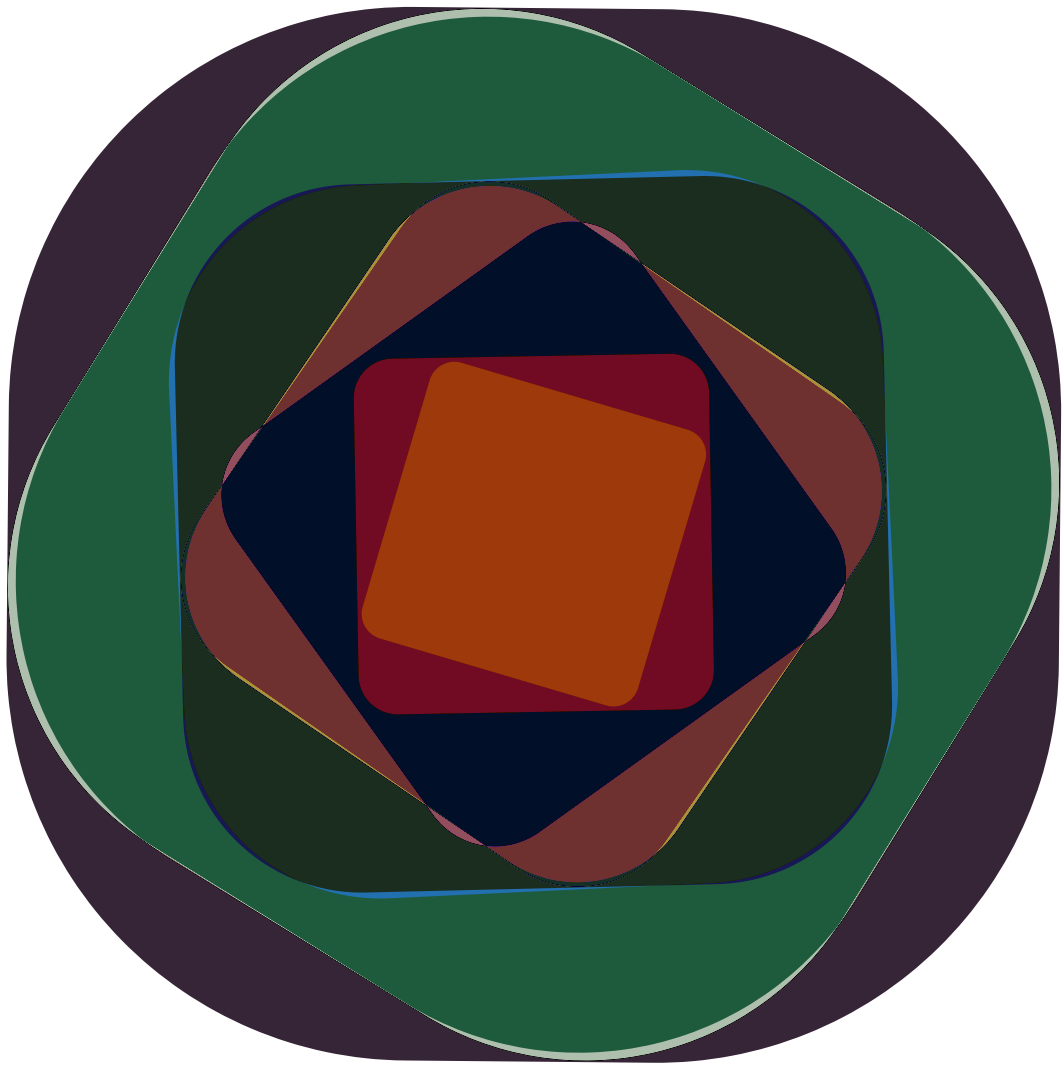




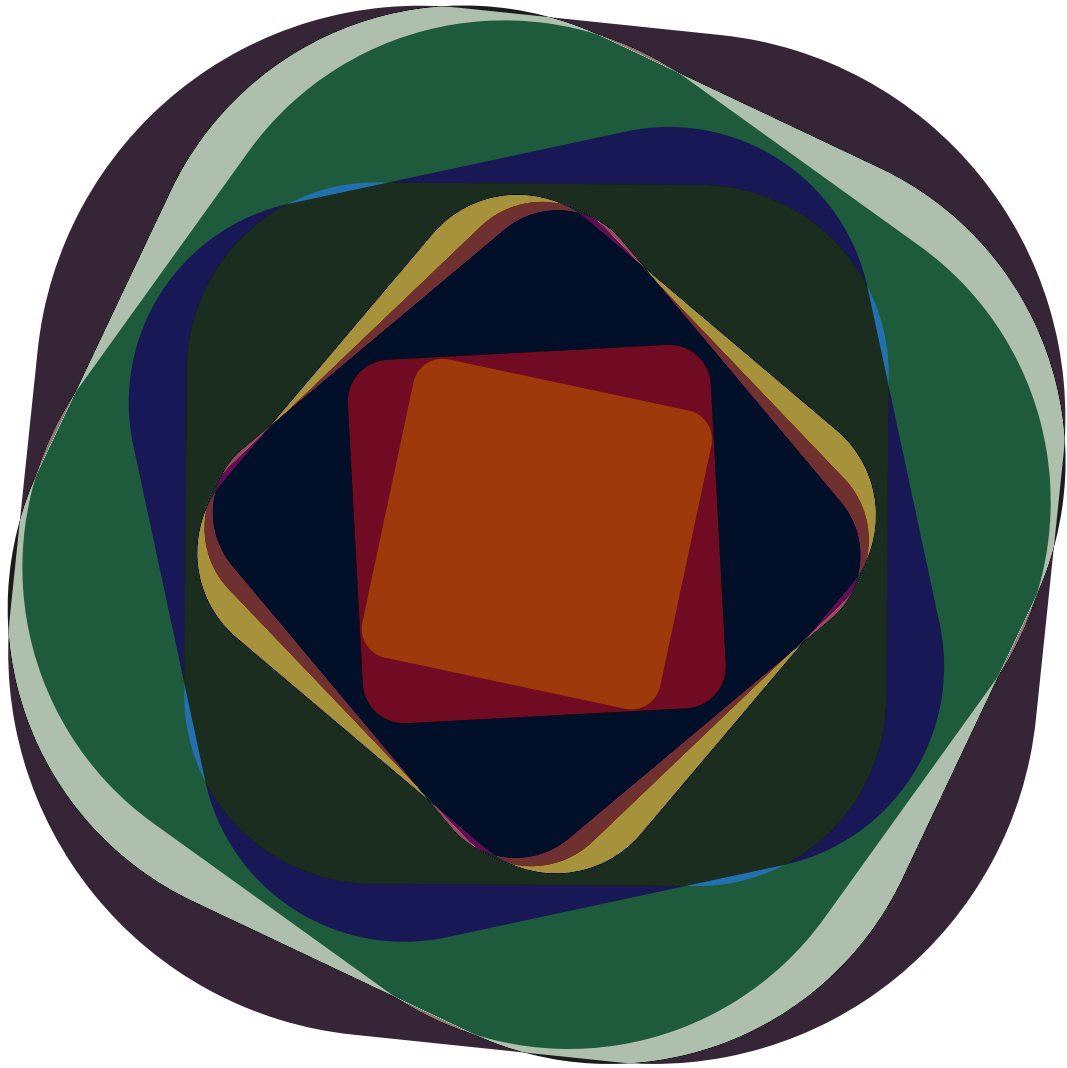
184.6 seconds.



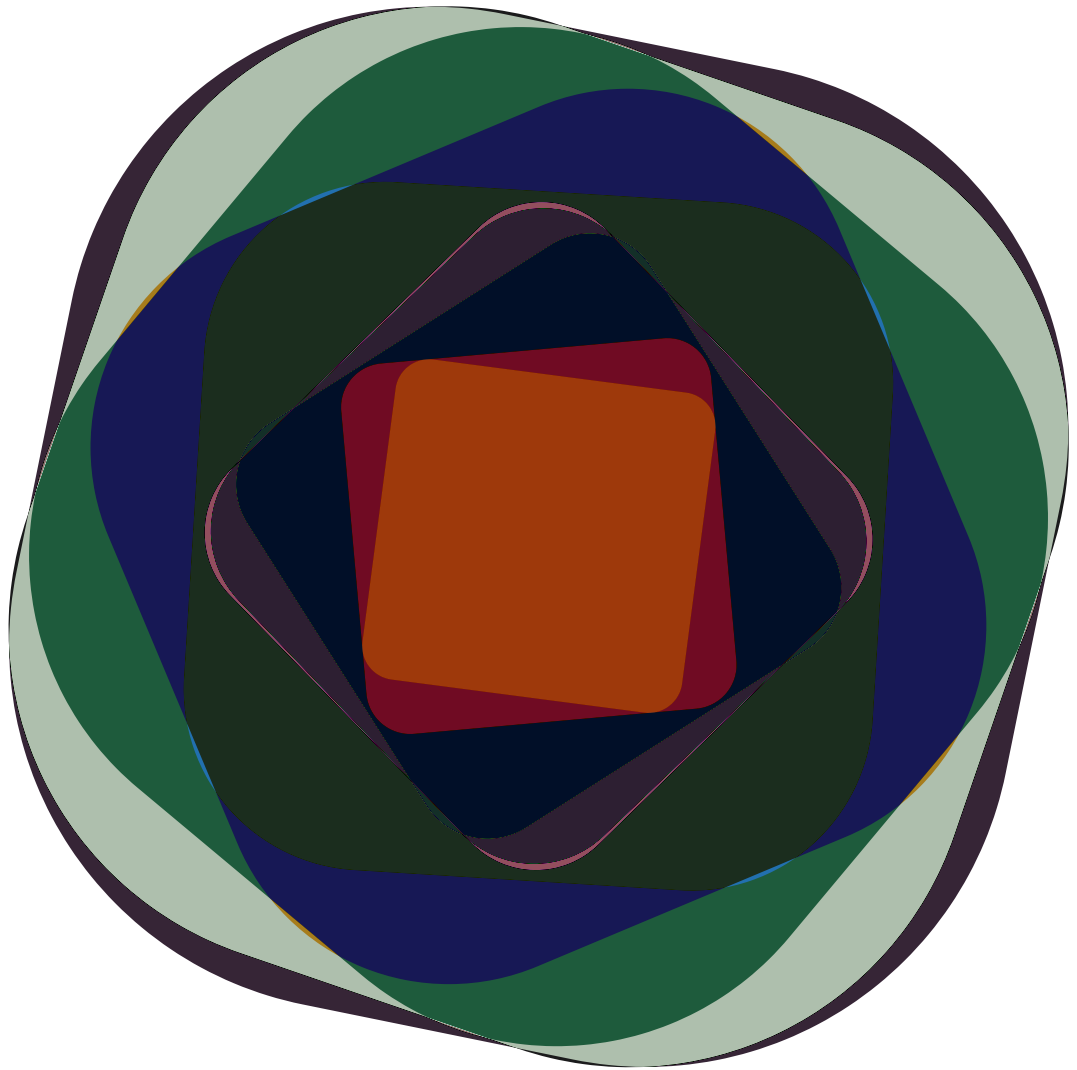
191.7 seconds.



198.8 seconds.

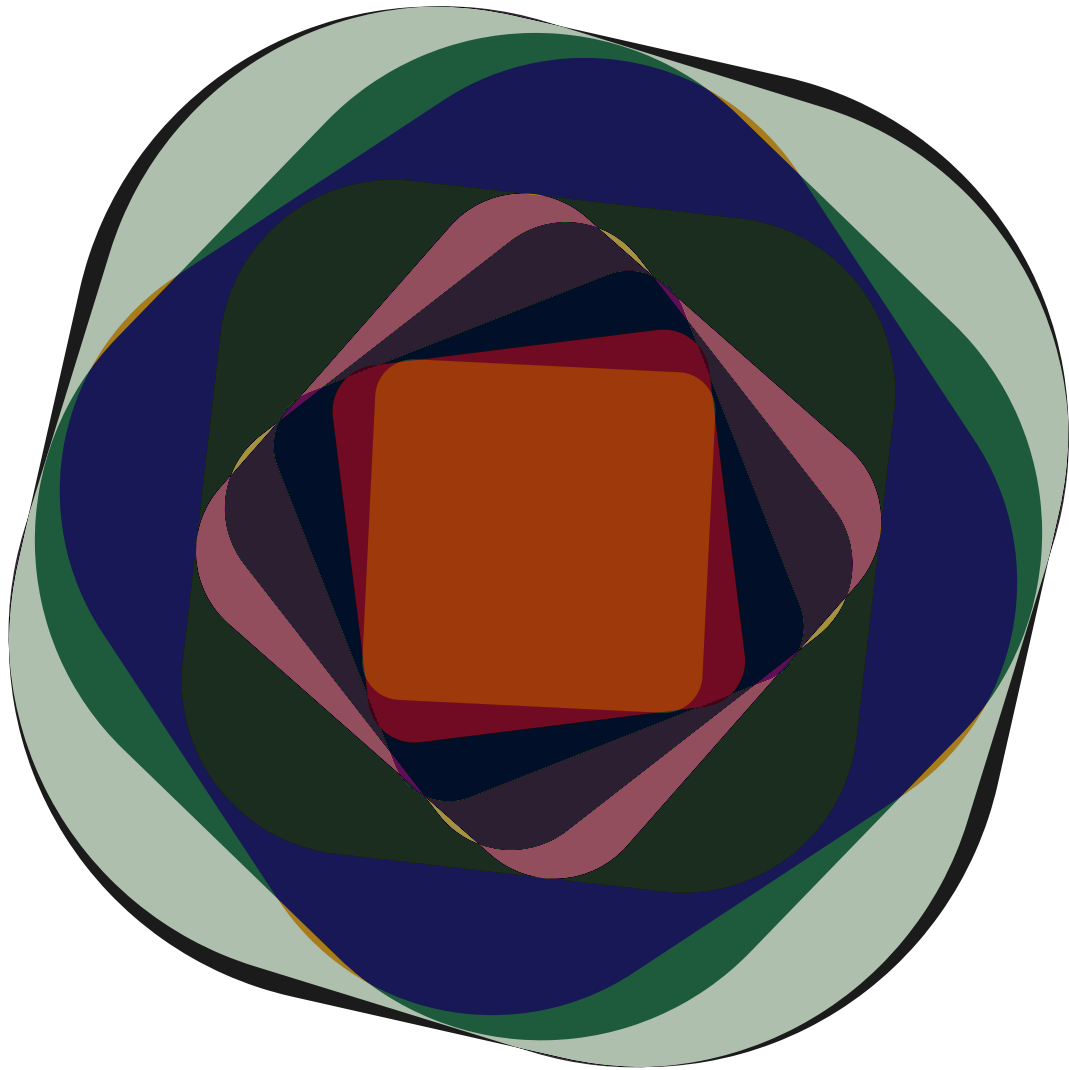


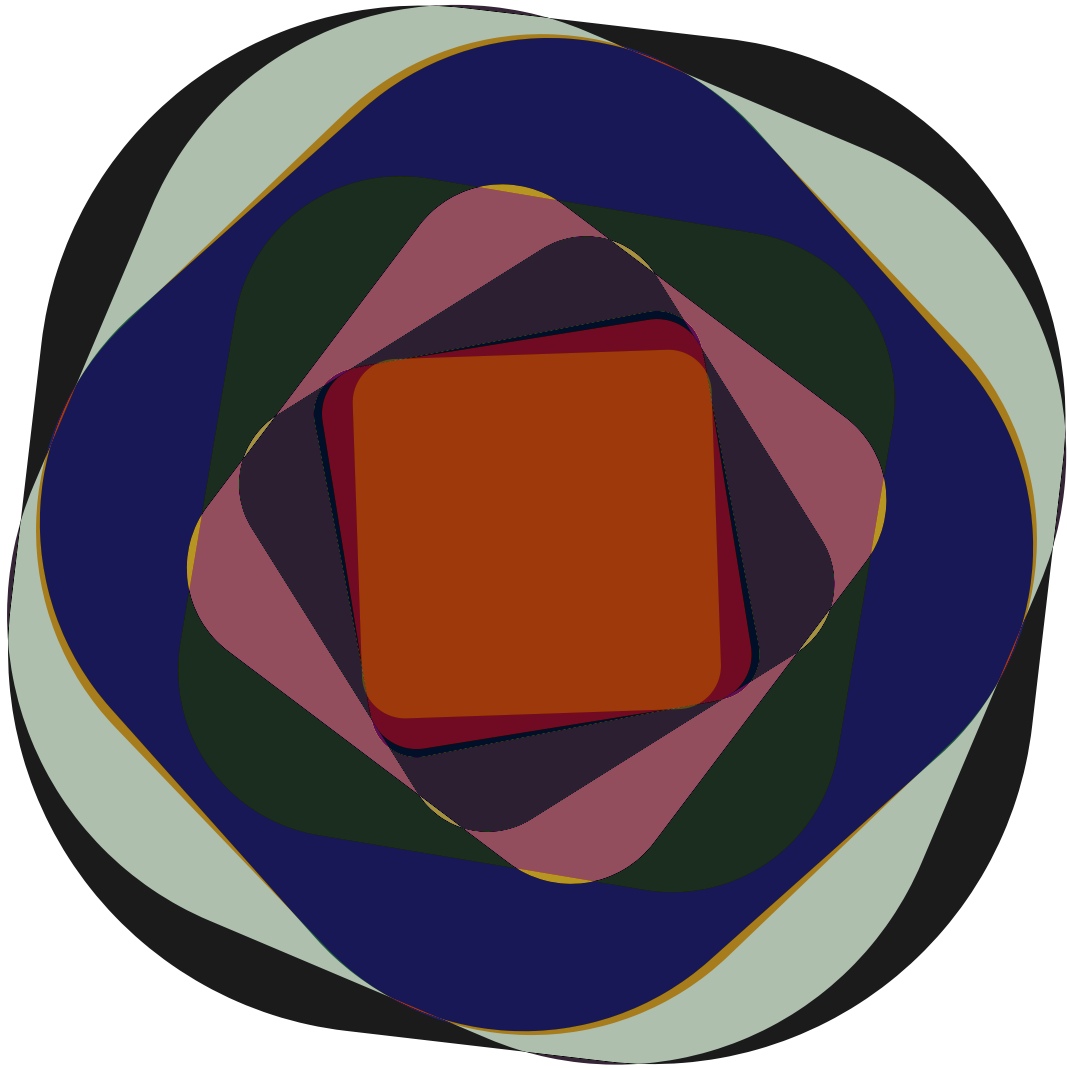
205.9 seconds.



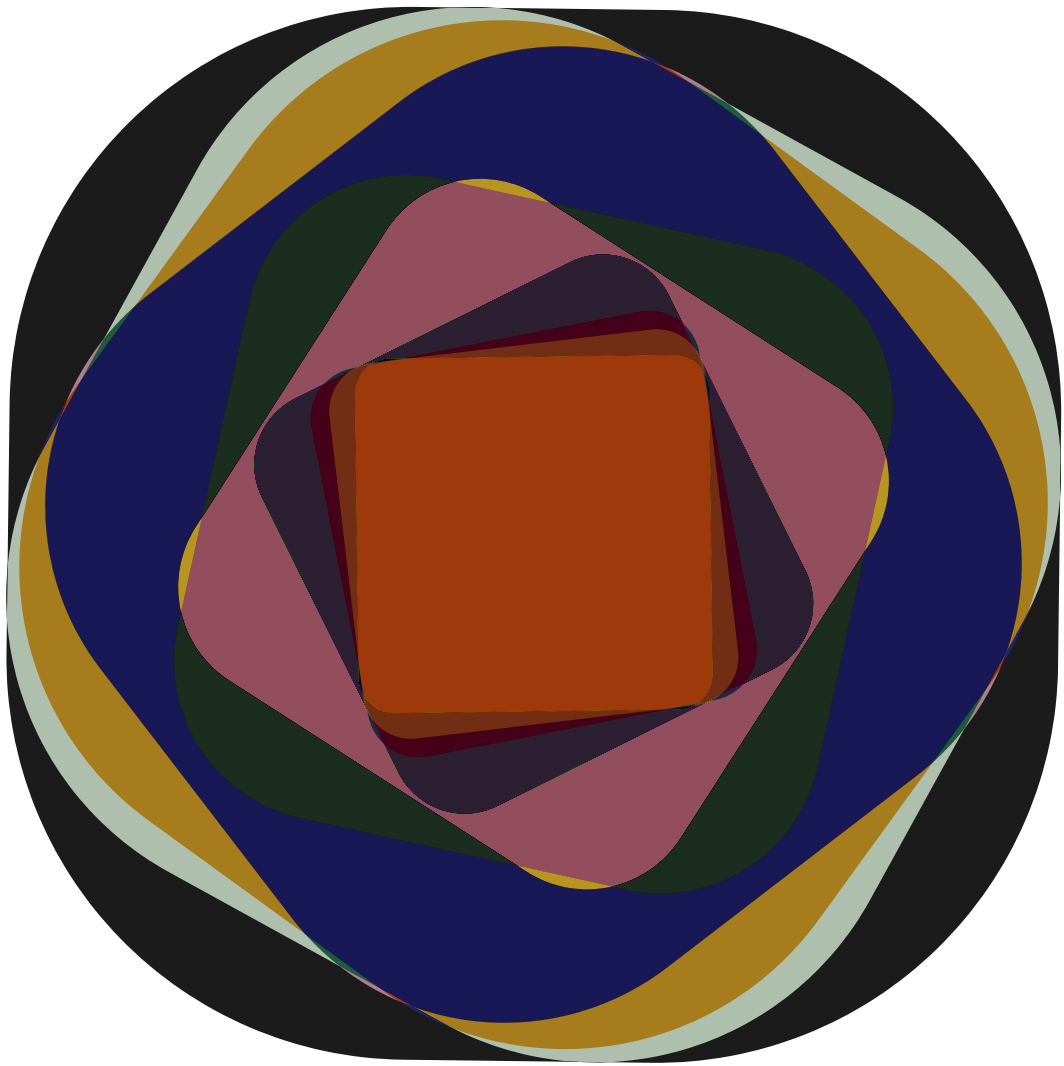
213 seconds.



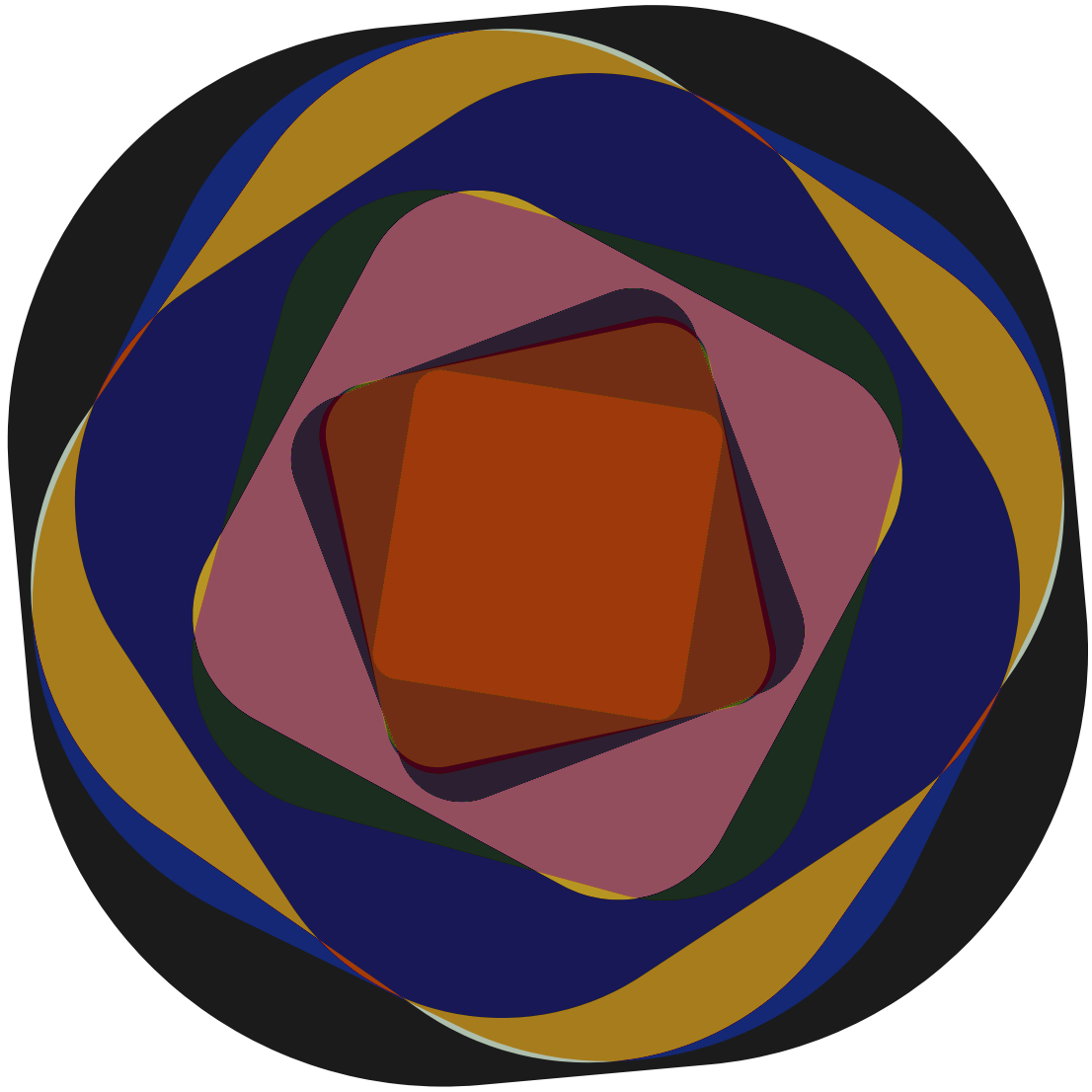




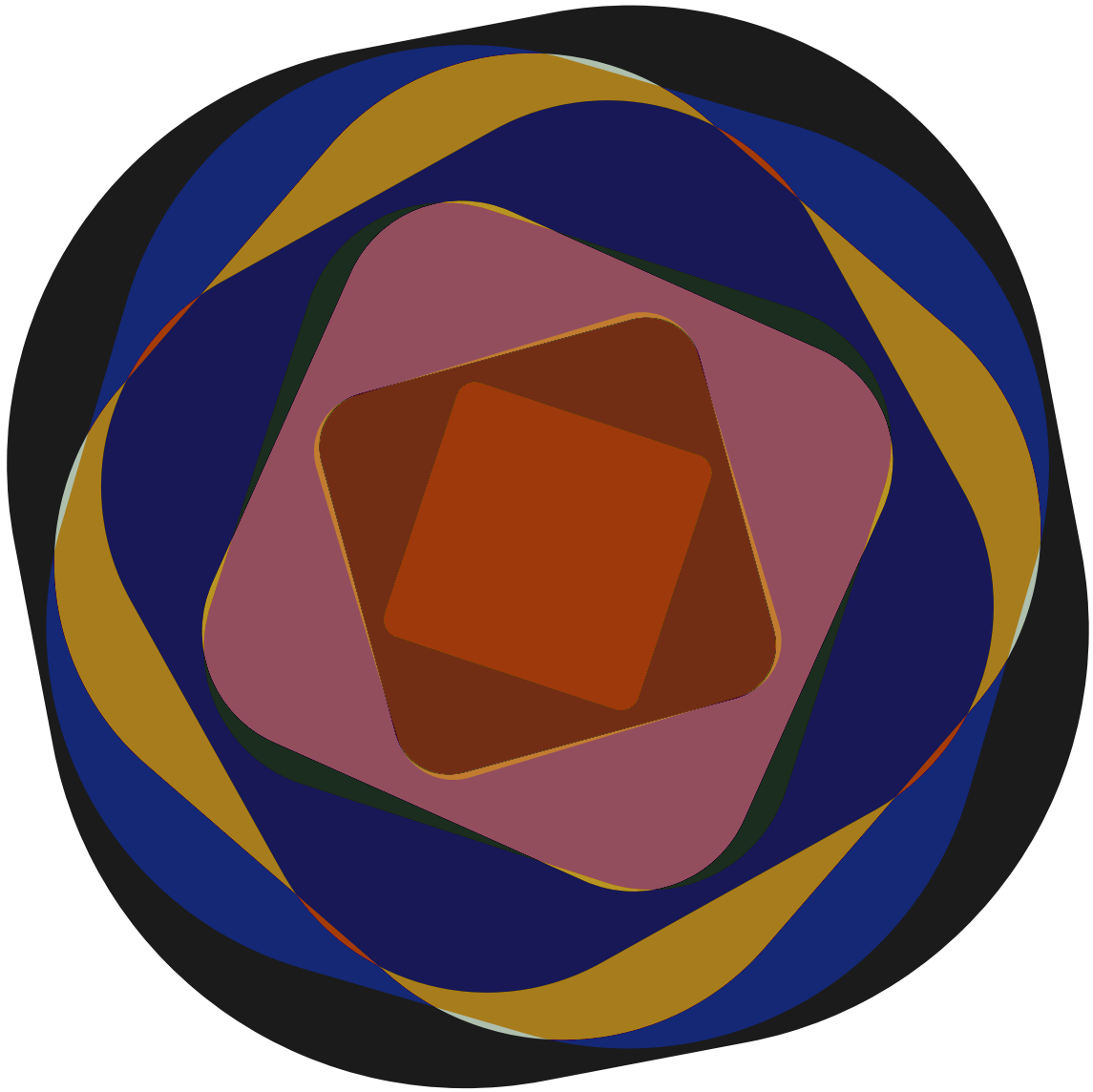
227.2 seconds.



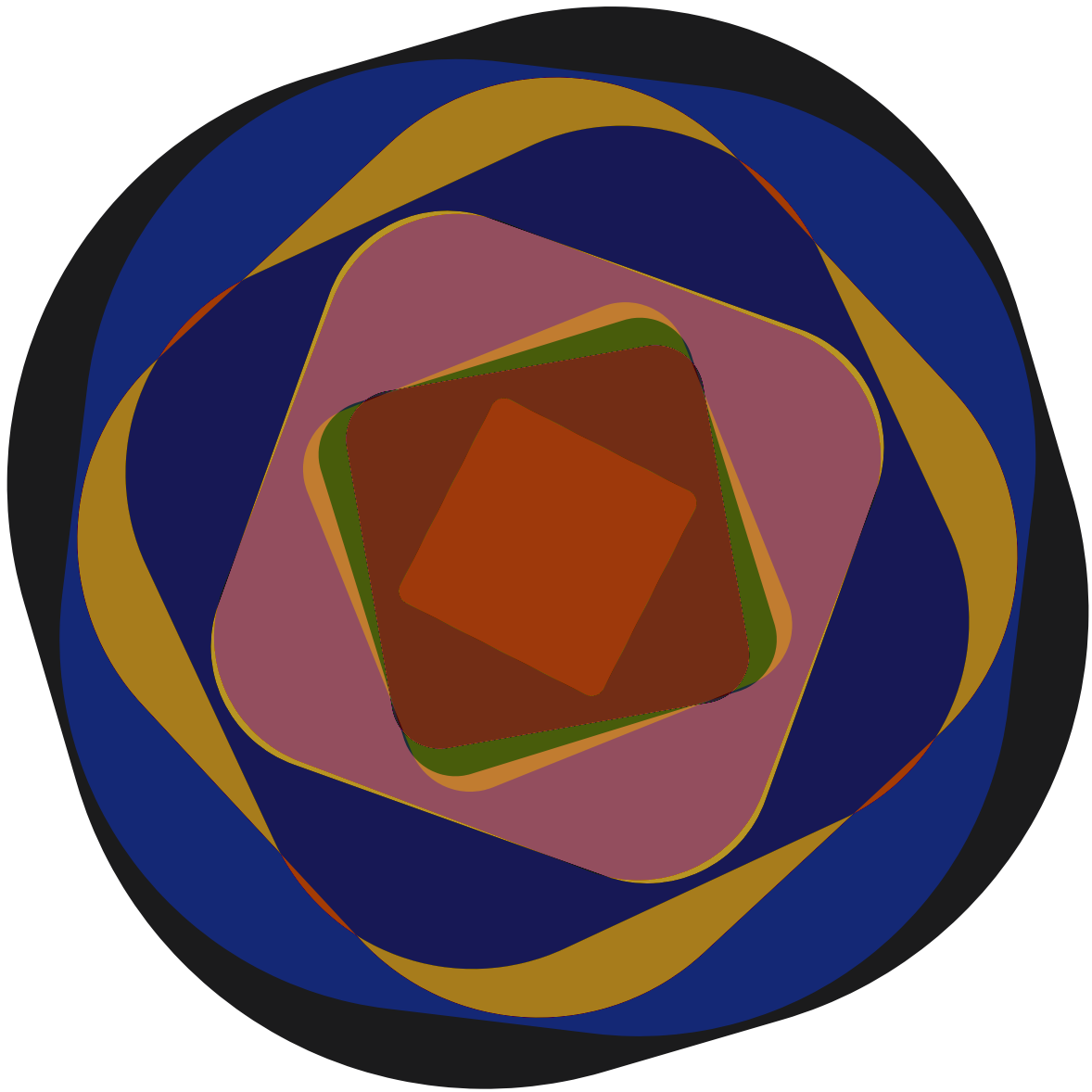
234.3 seconds.



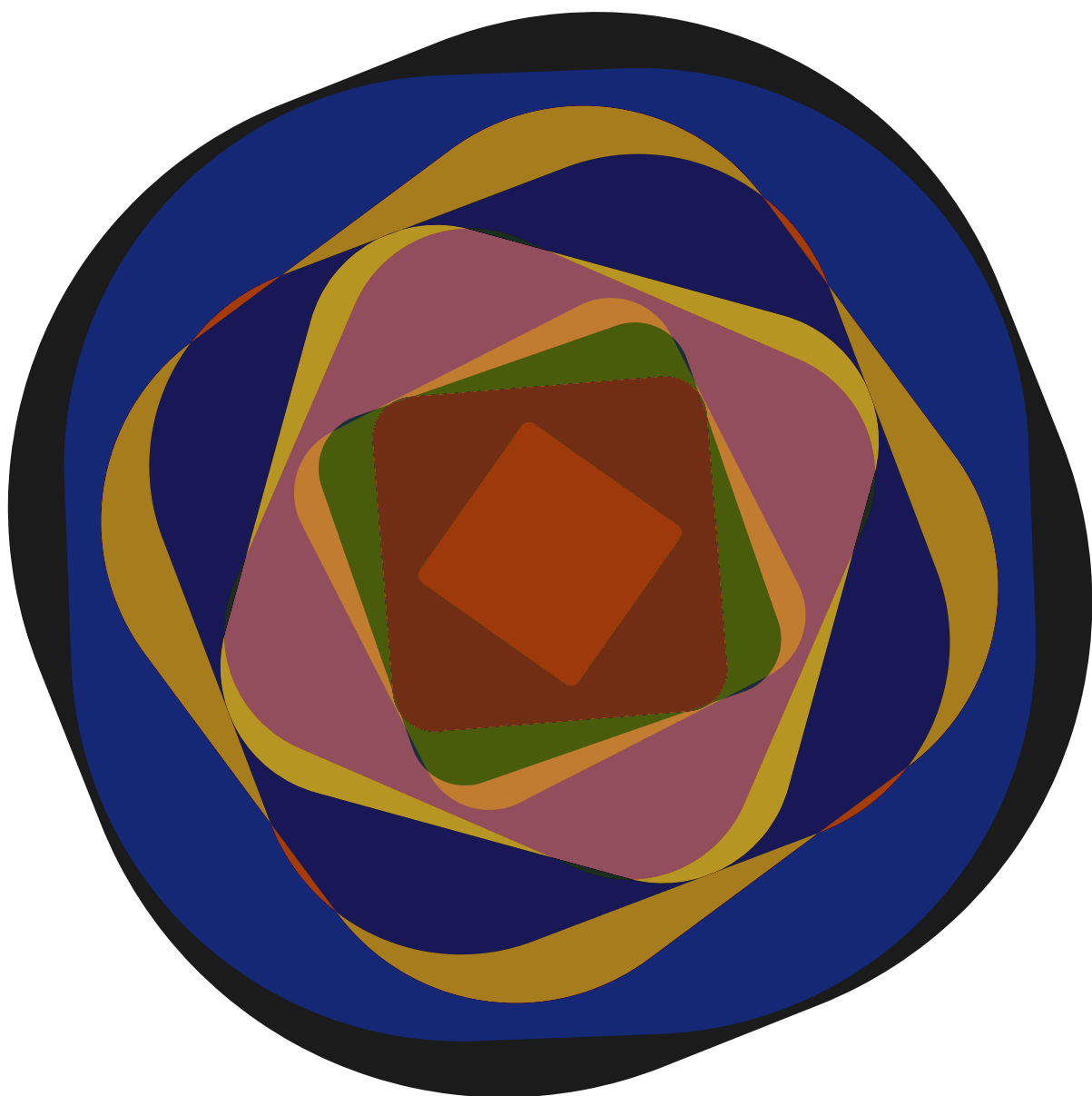
241.4 seconds.



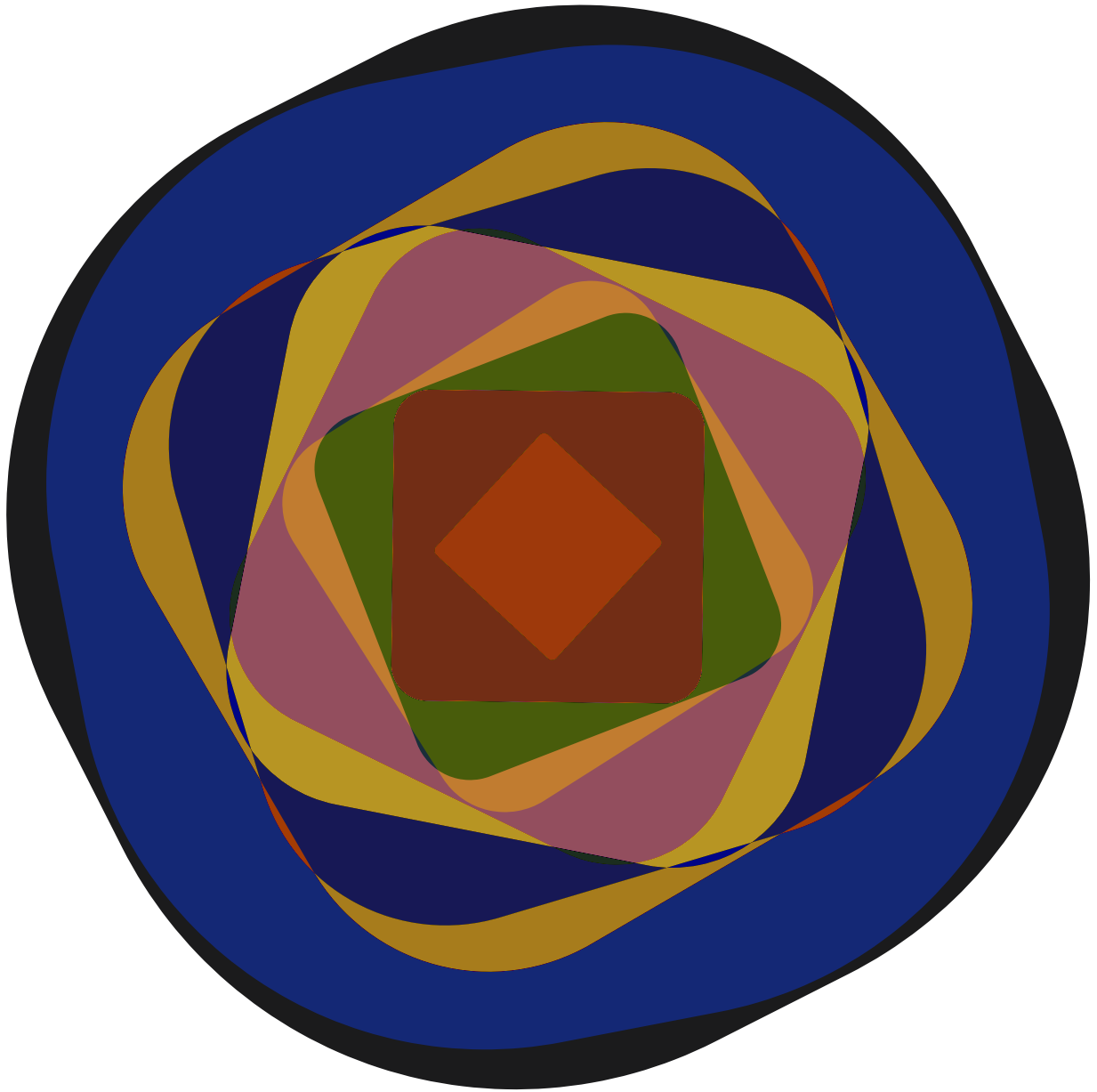
248.5 seconds.



255.6 seconds.

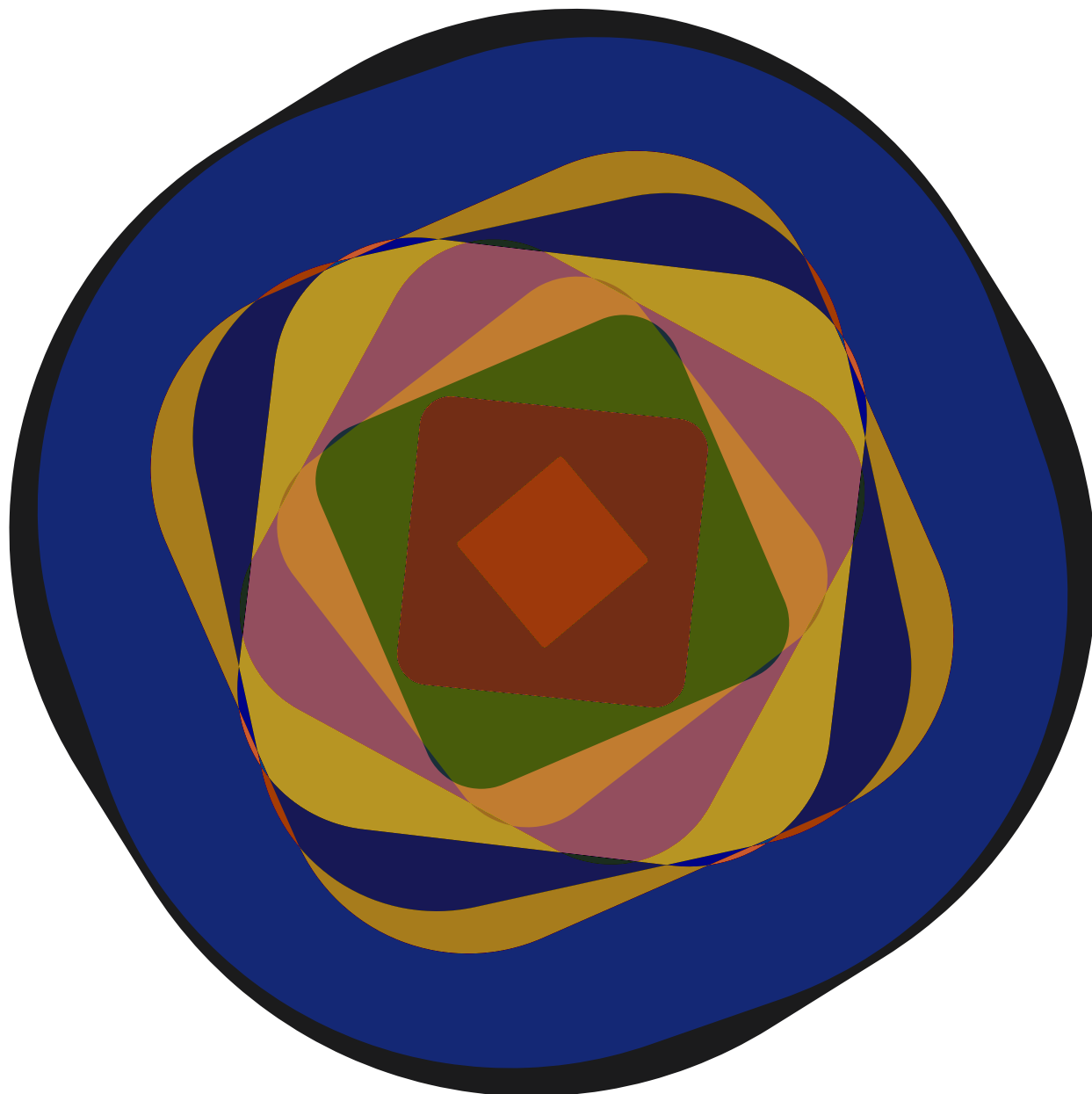


262.7 seconds.

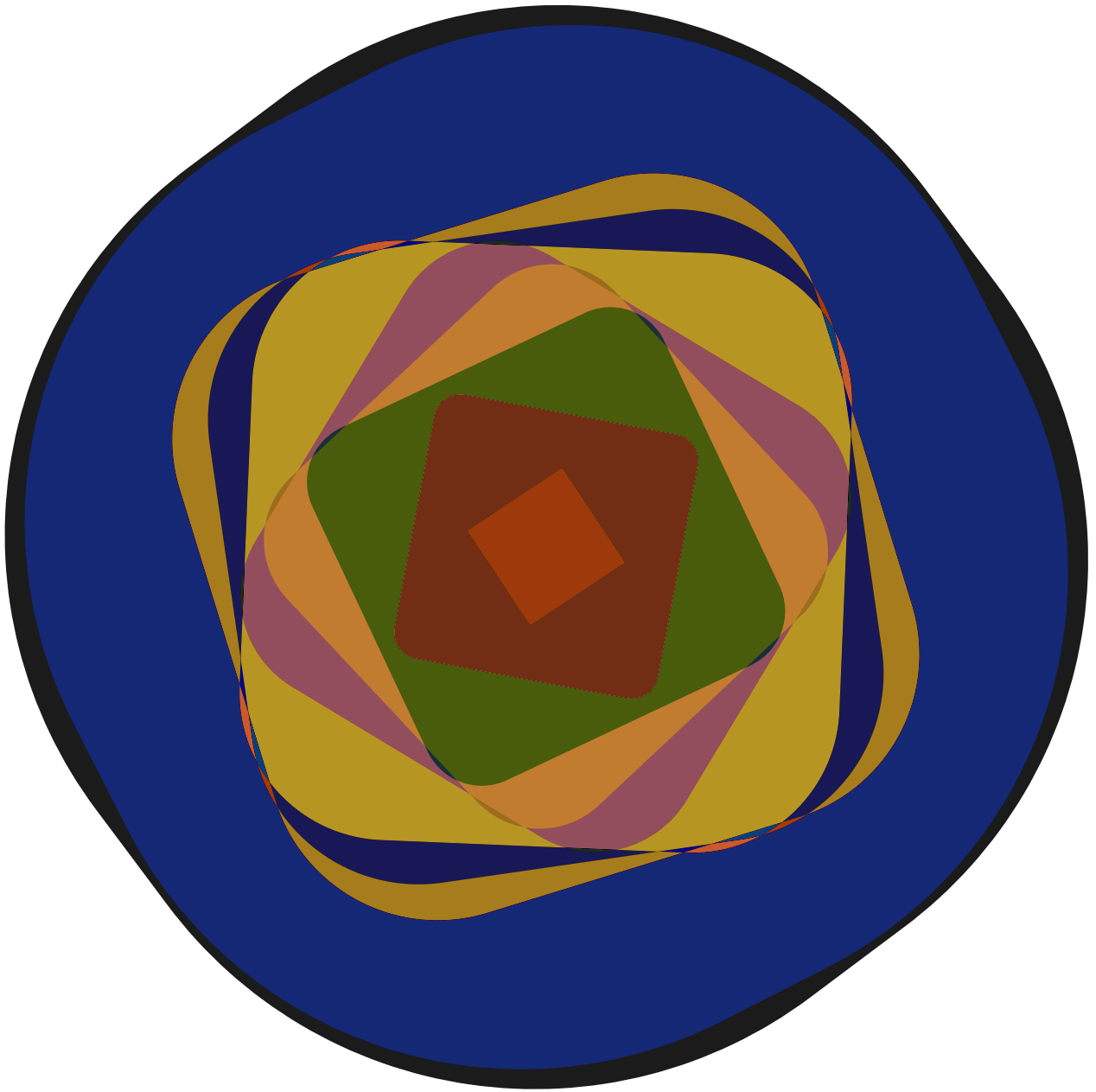


269.8 seconds.

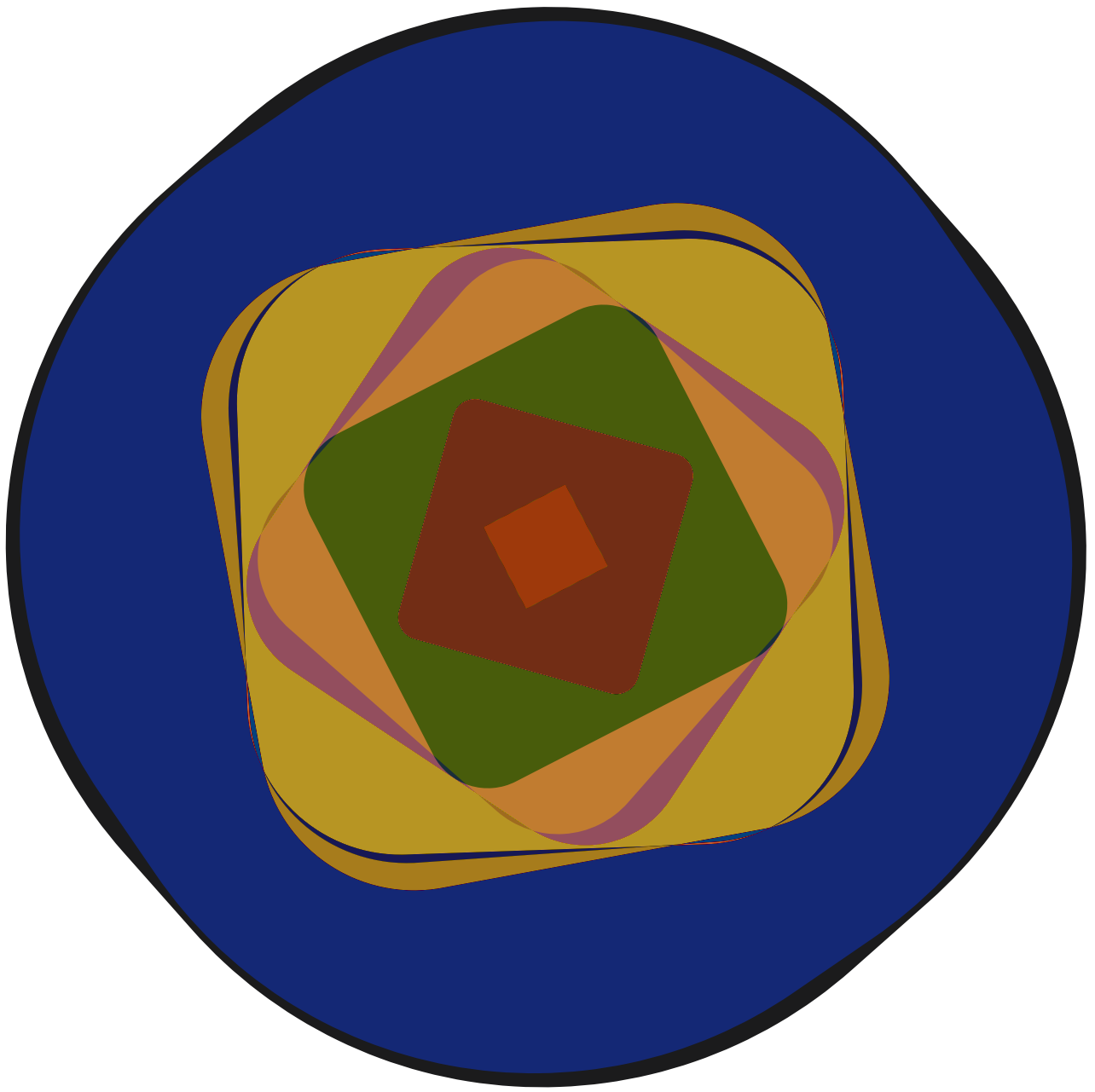


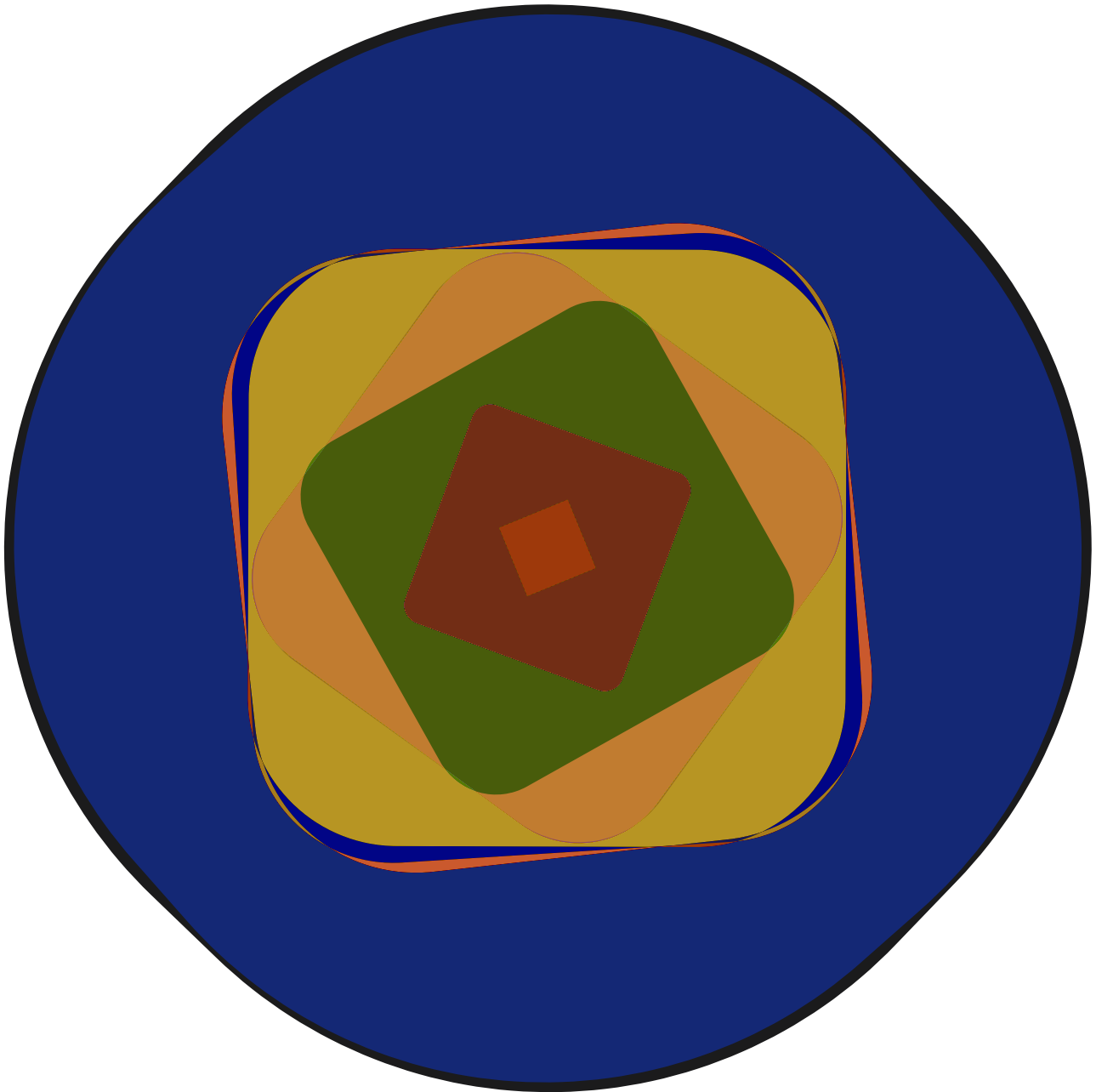


276.9 seconds.

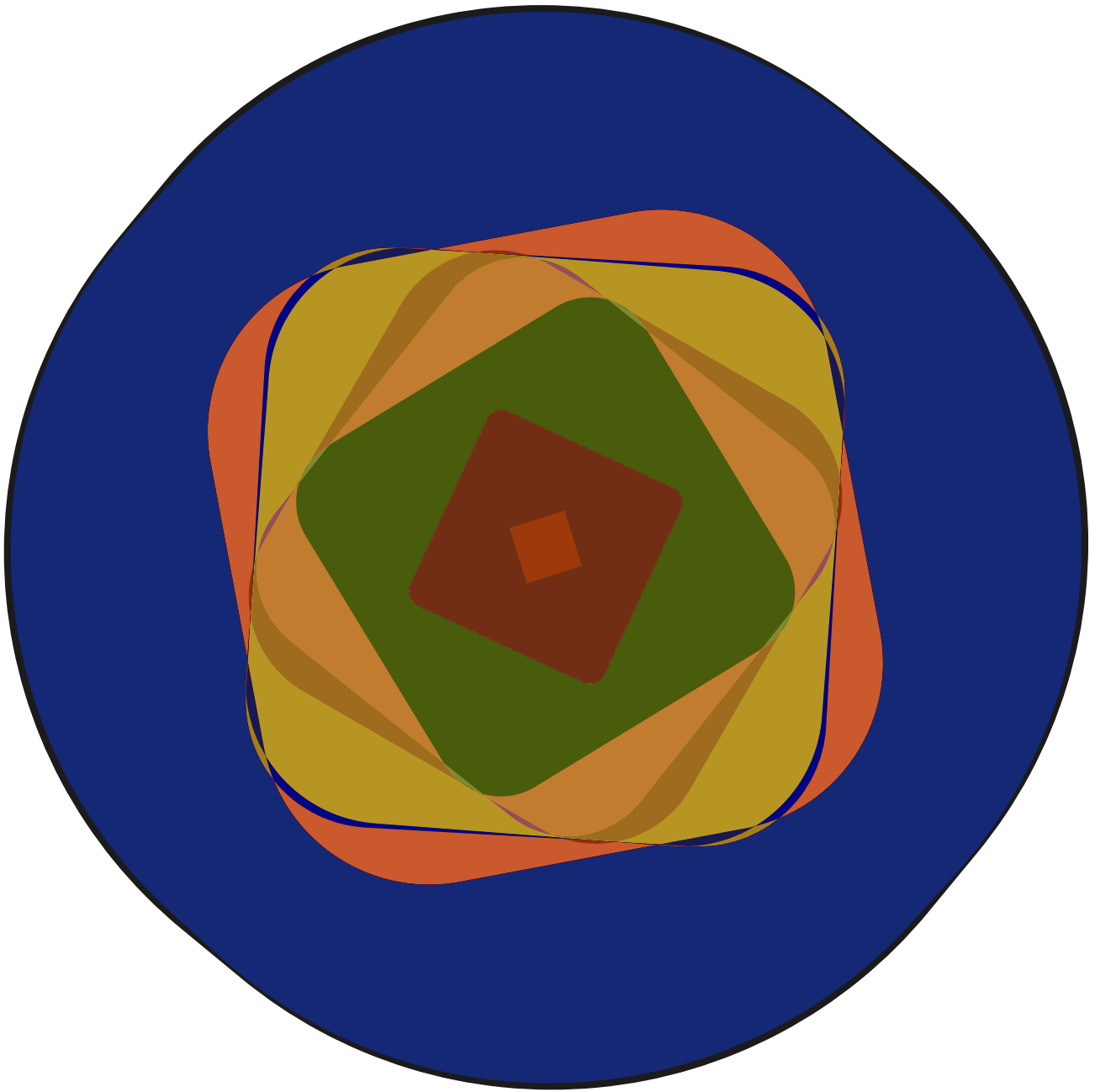


284 seconds.

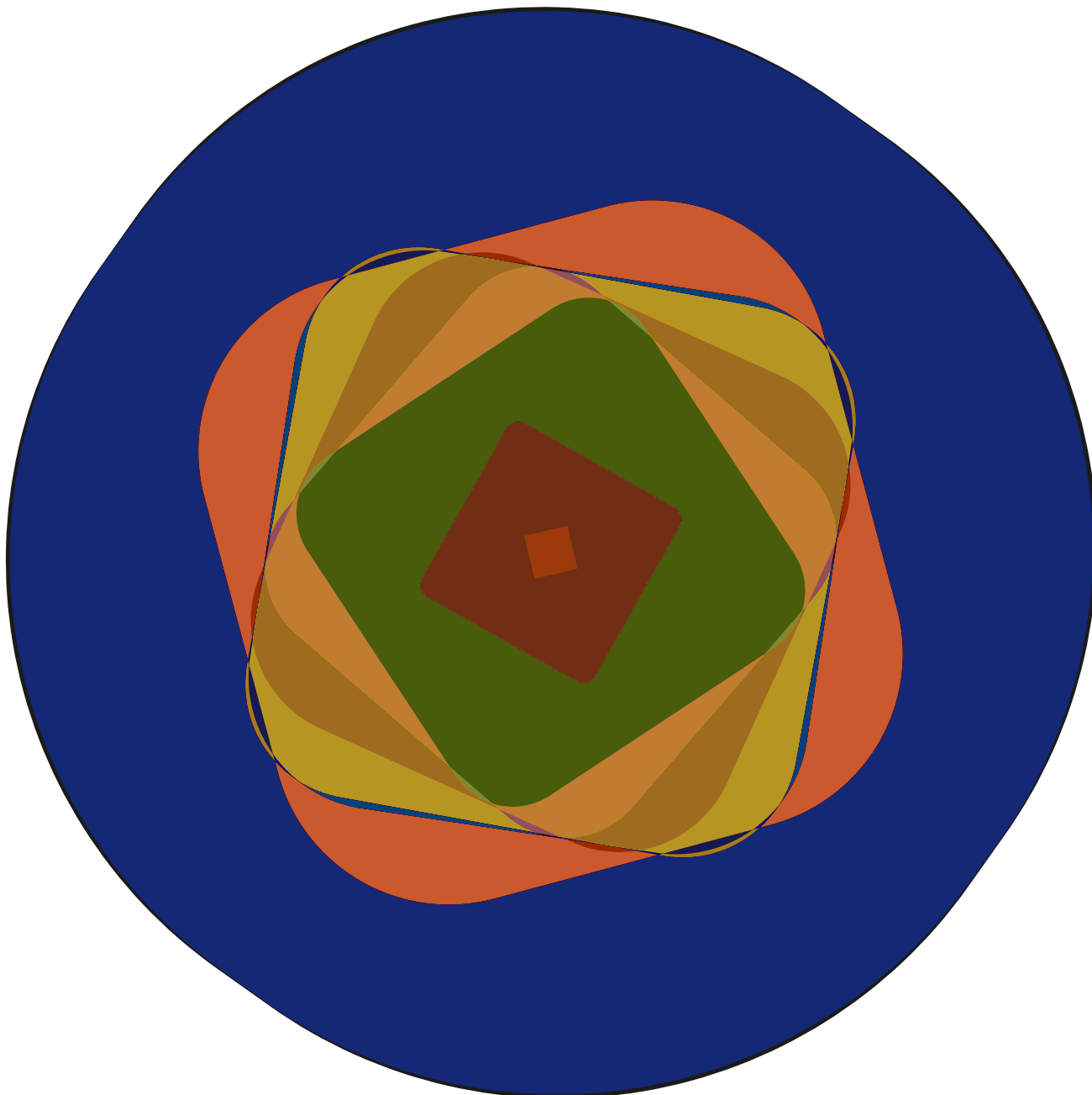




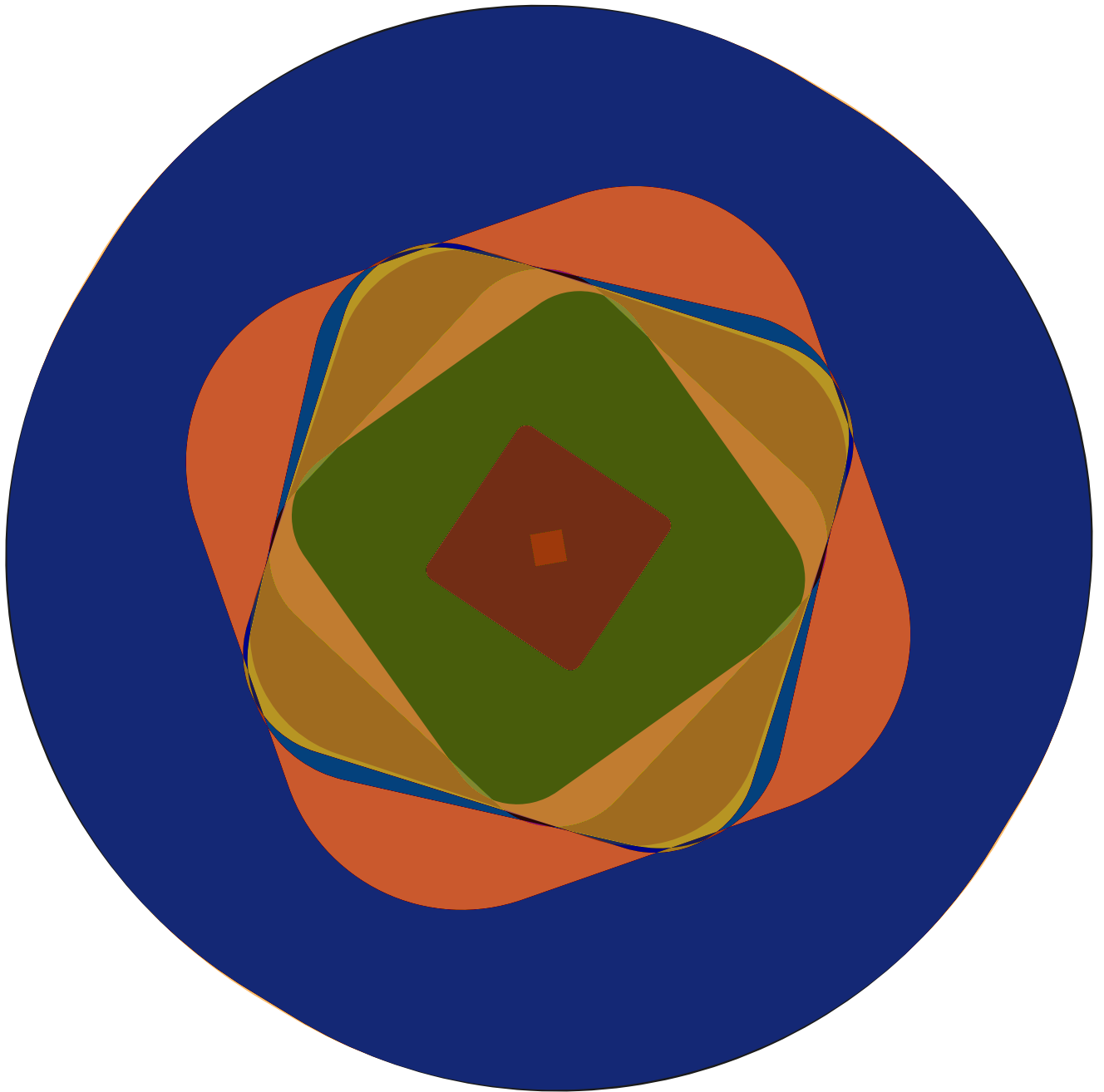
298.2 seconds.



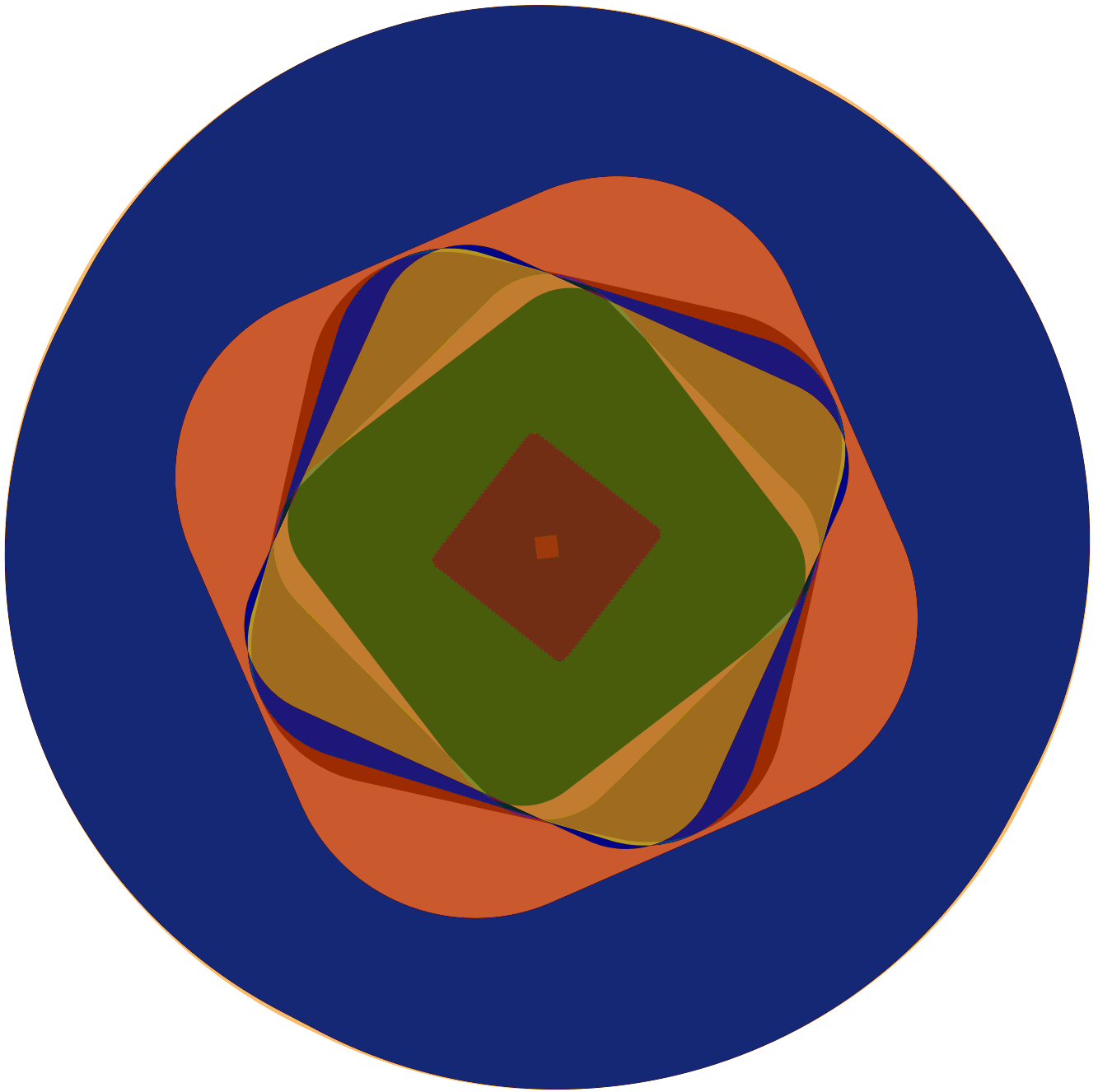
305.3 seconds.



312.4 seconds.

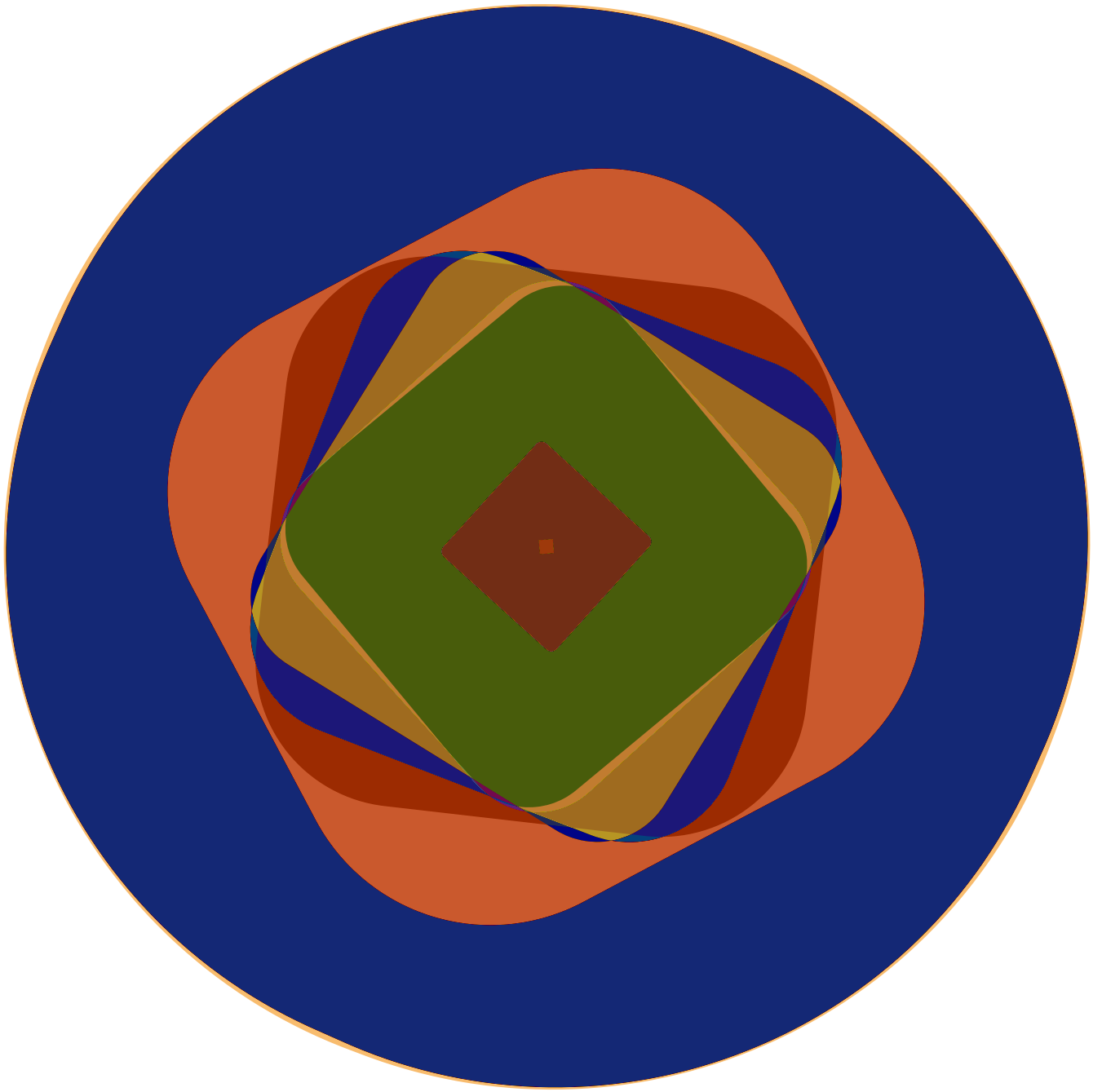


319.5 seconds.

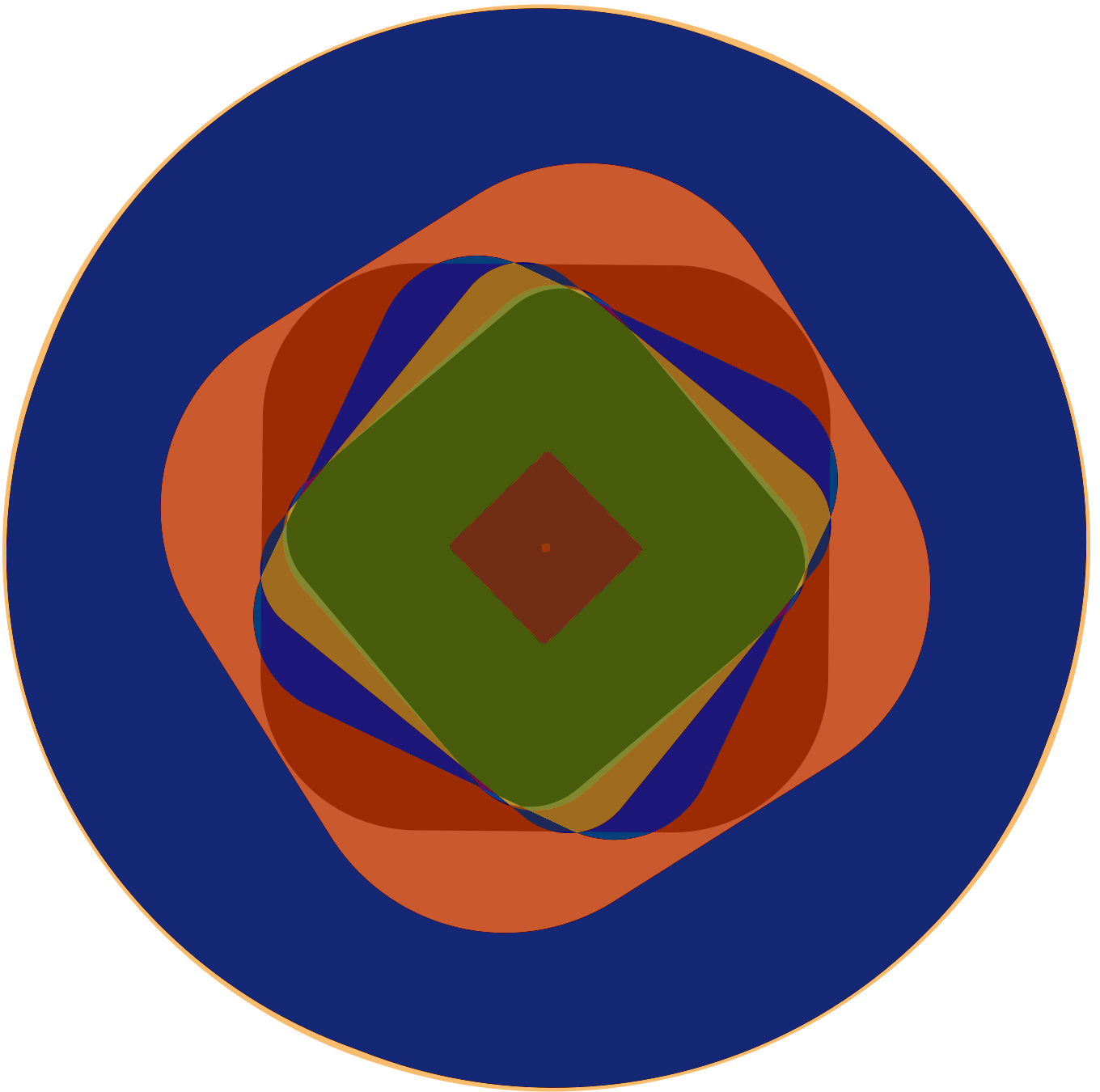


326.6 seconds.

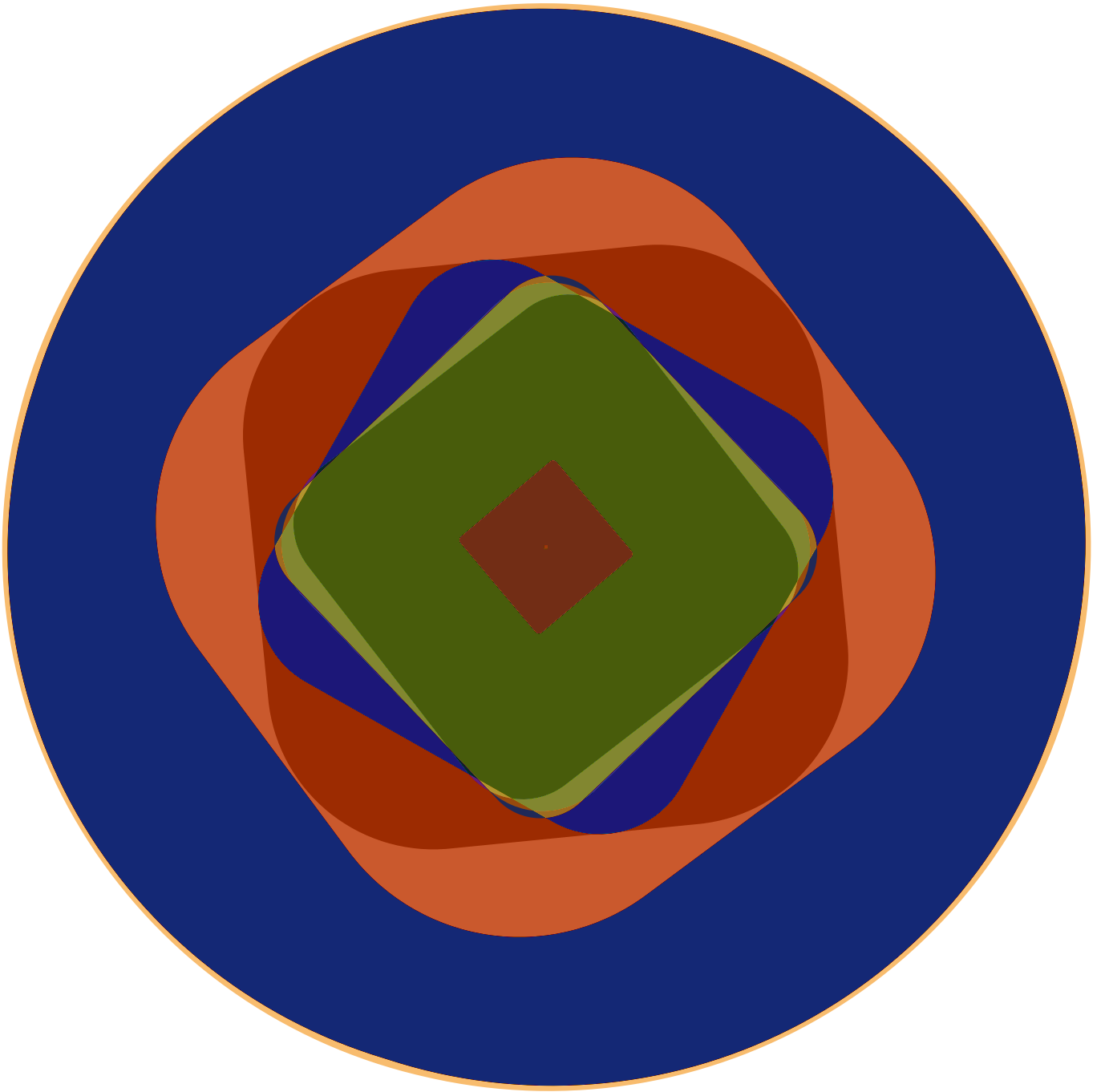




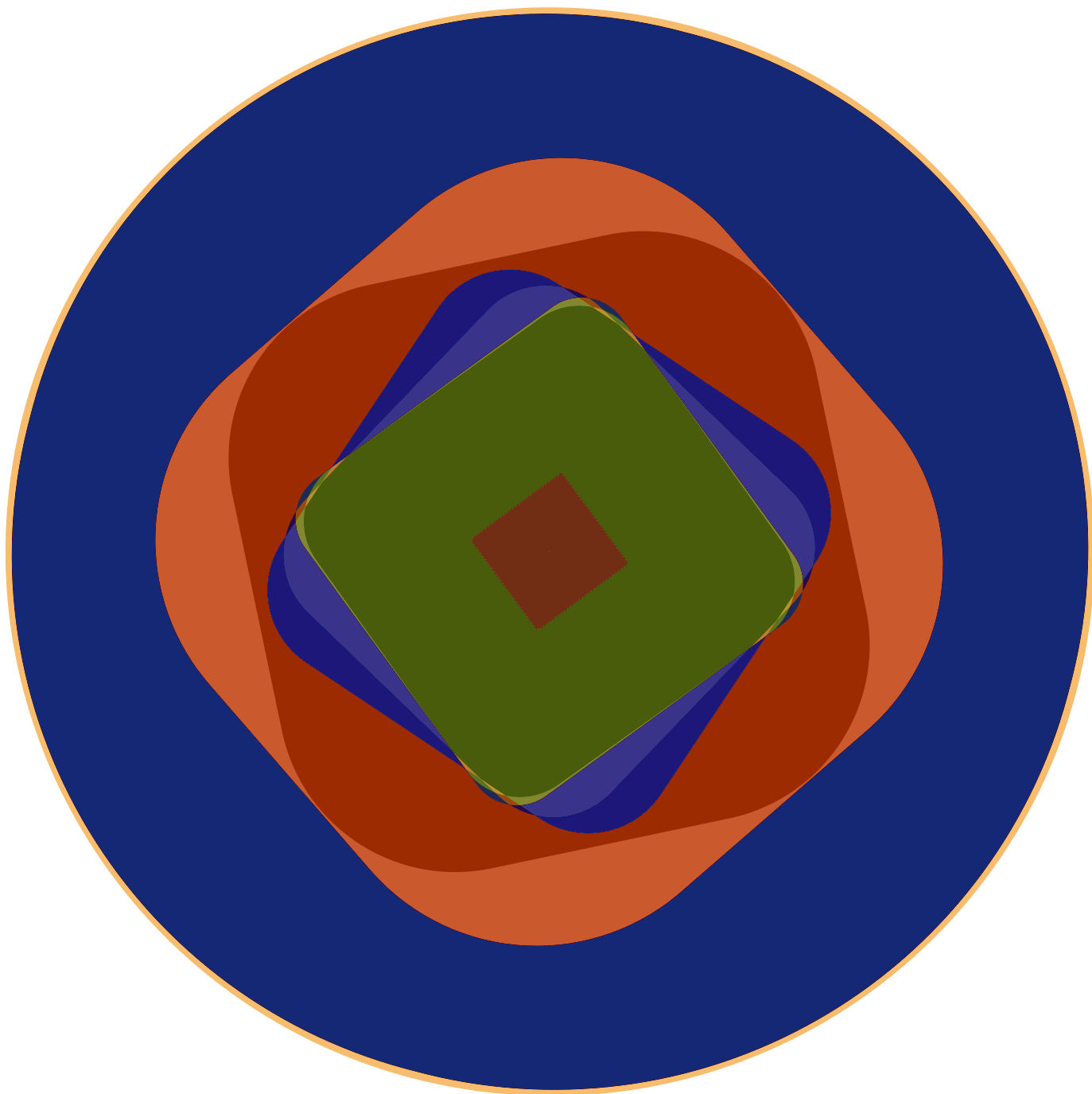
333.7 seconds.



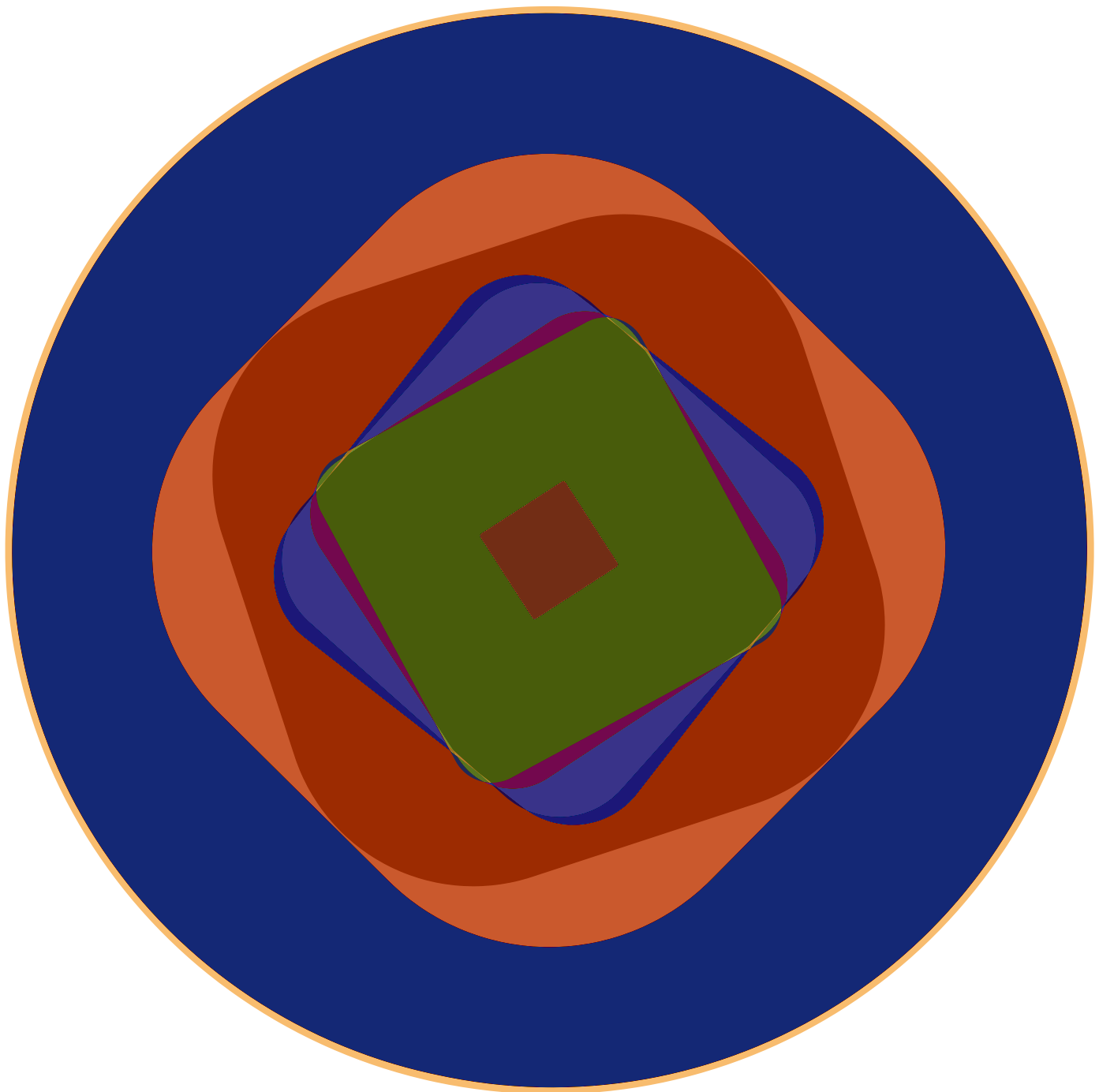
340.8 seconds.

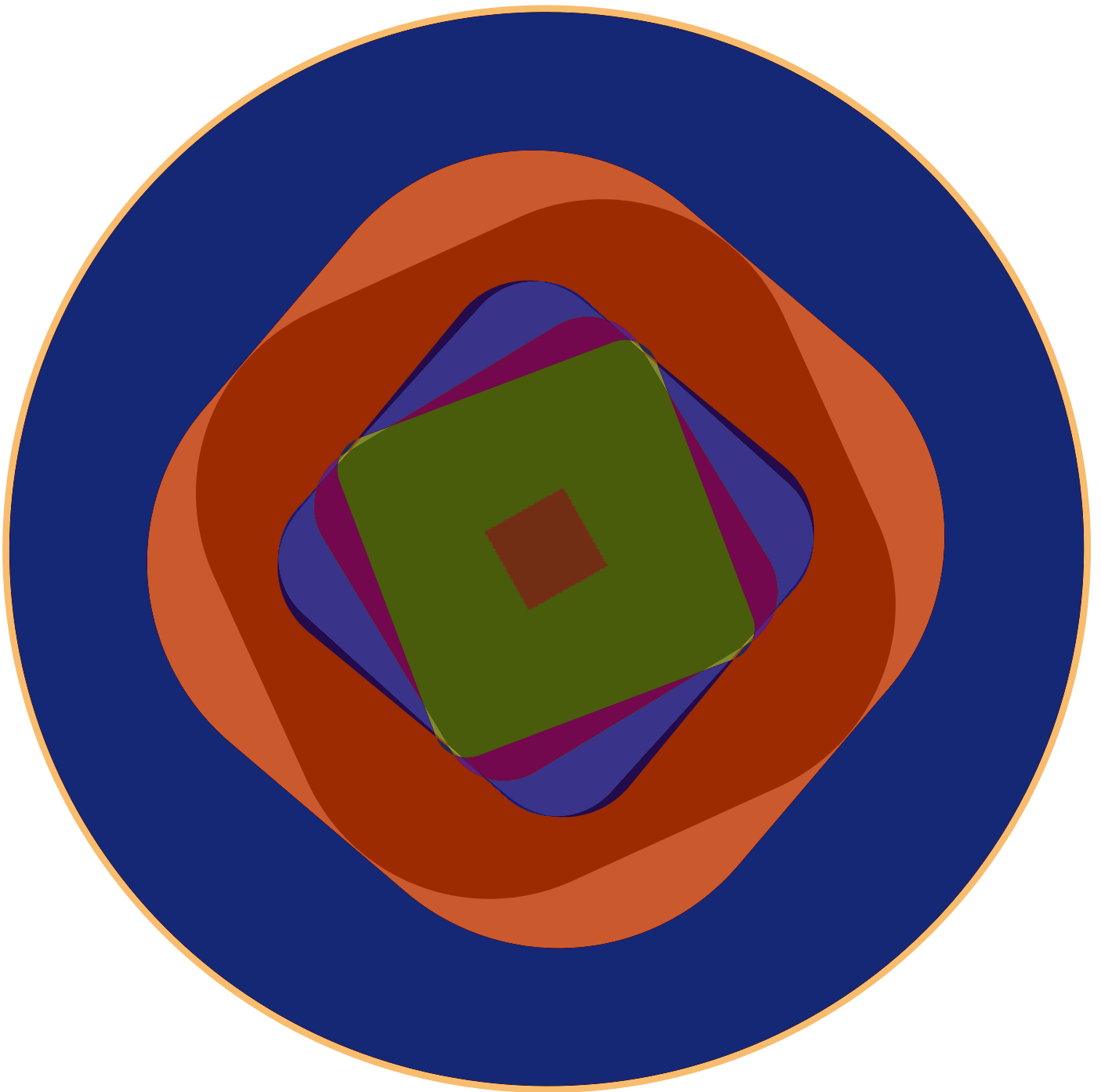


347.9 seconds.

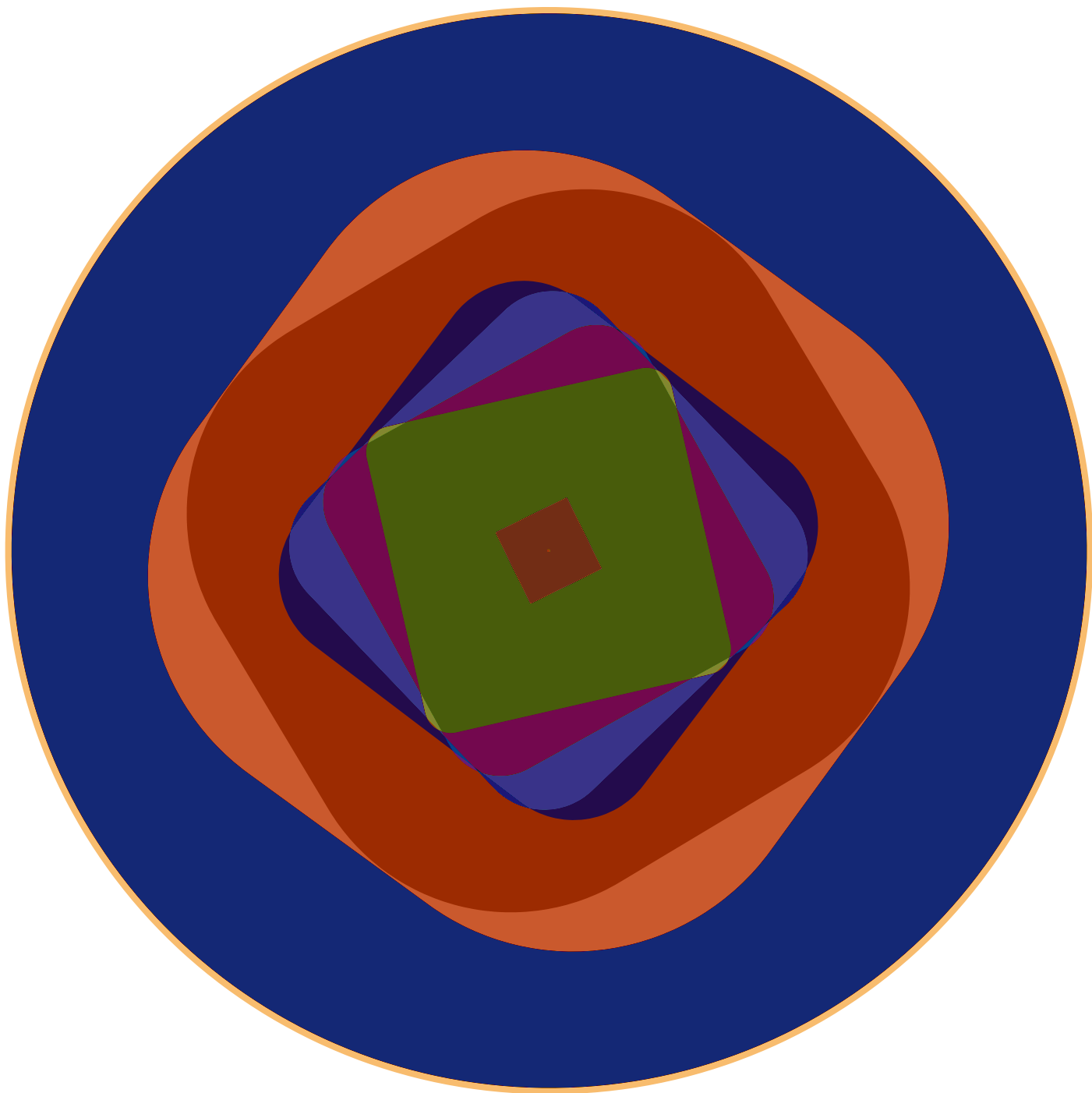


355 seconds.

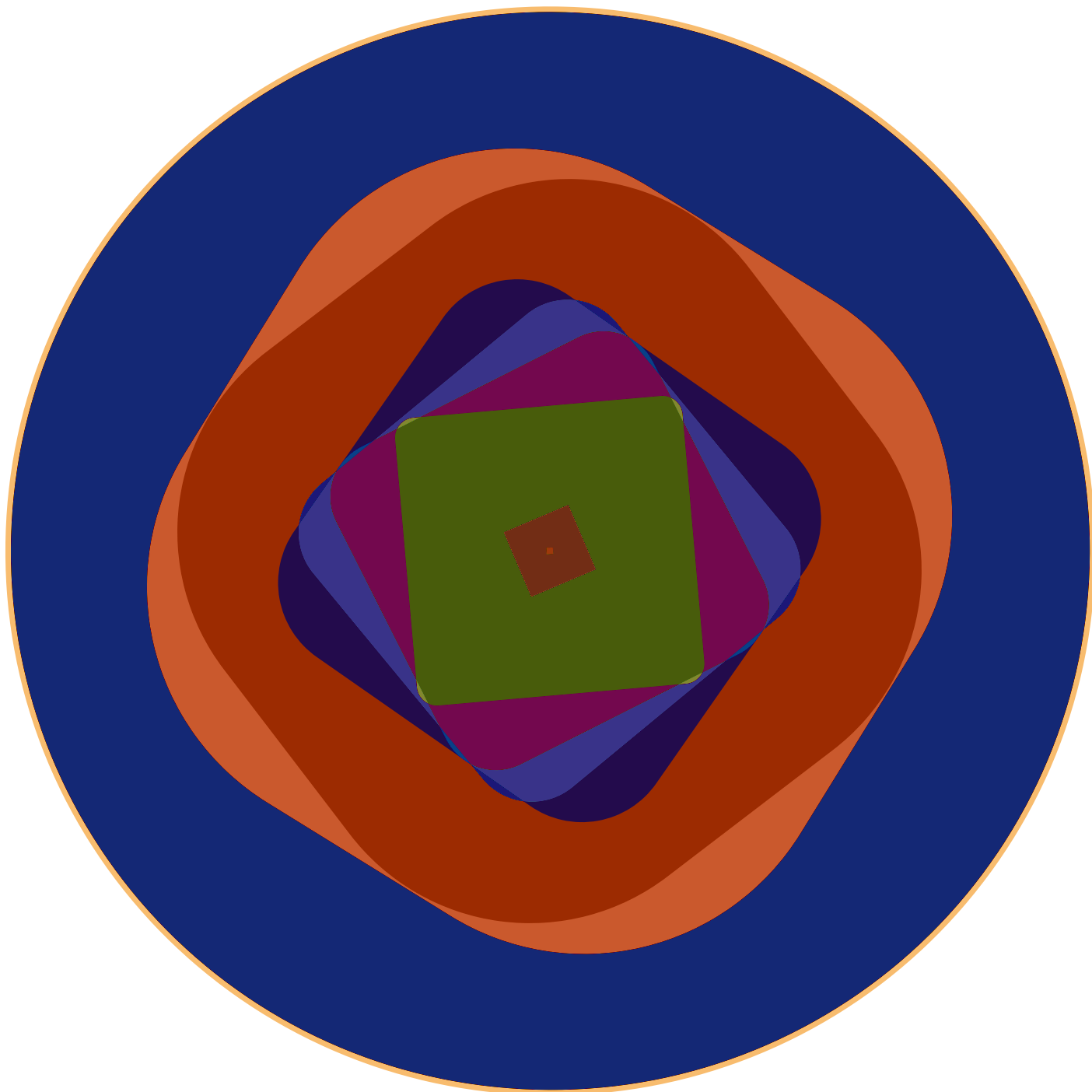




369.2 seconds.

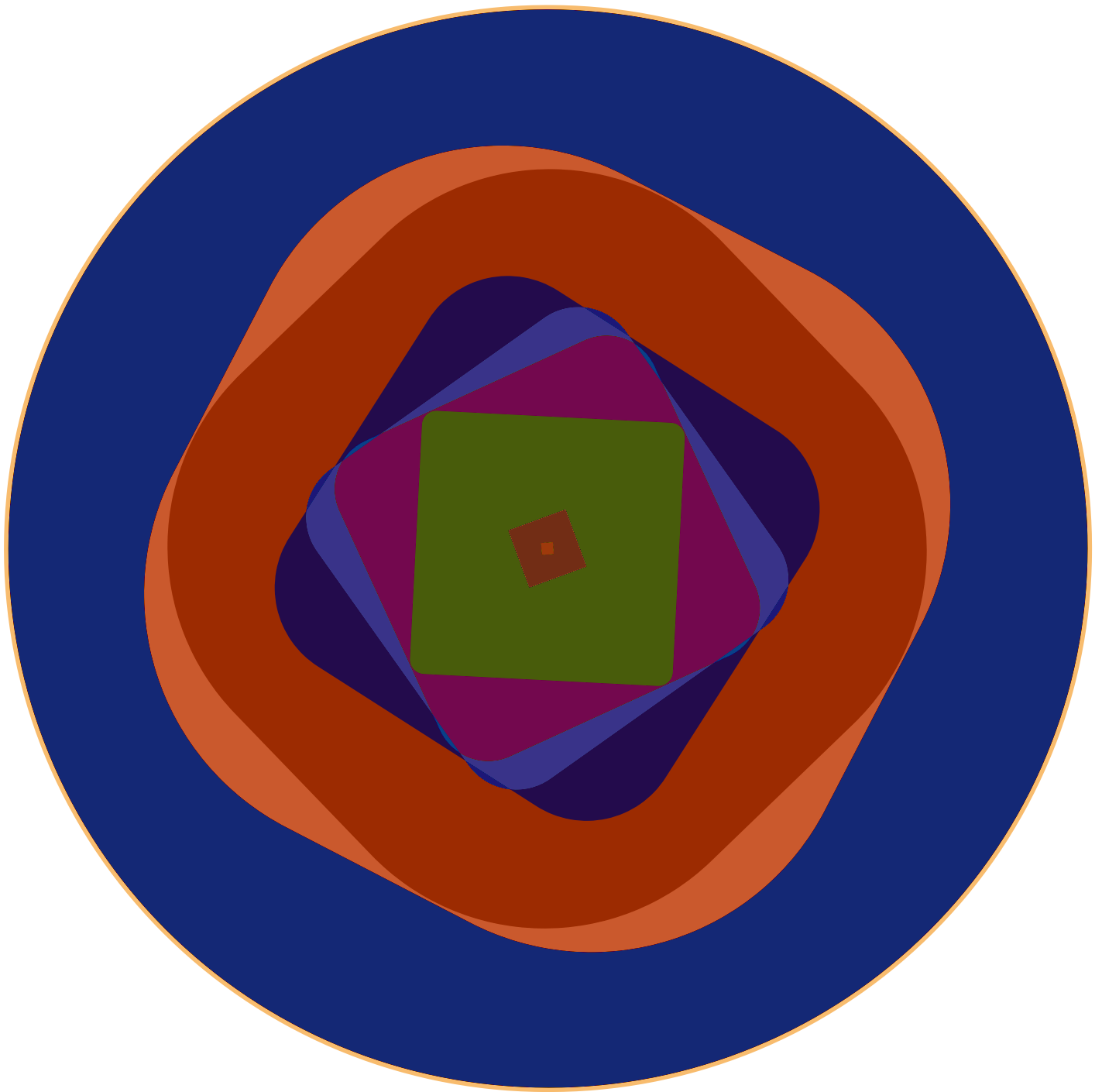


376.3 seconds.

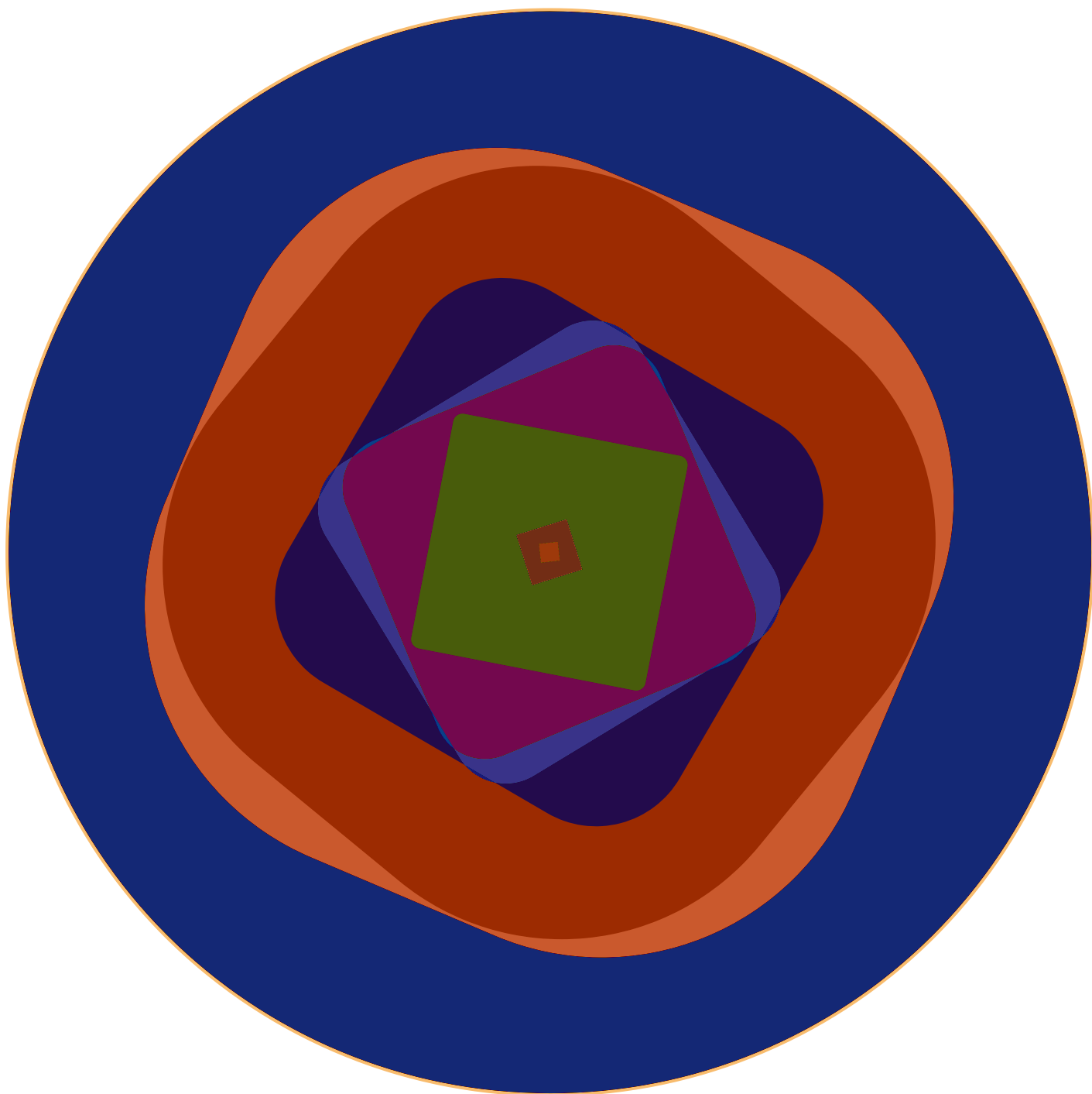


383.4 seconds.

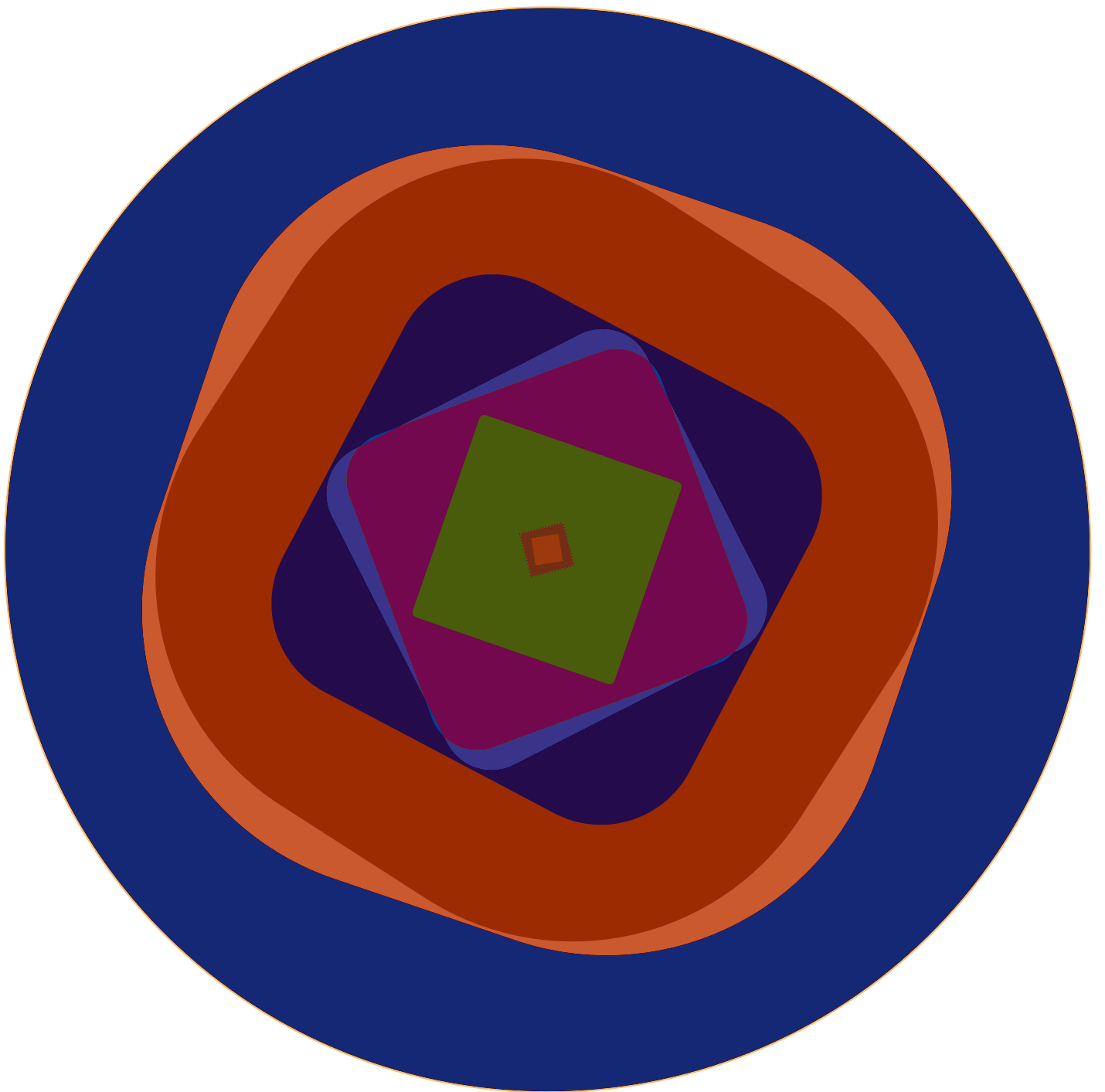




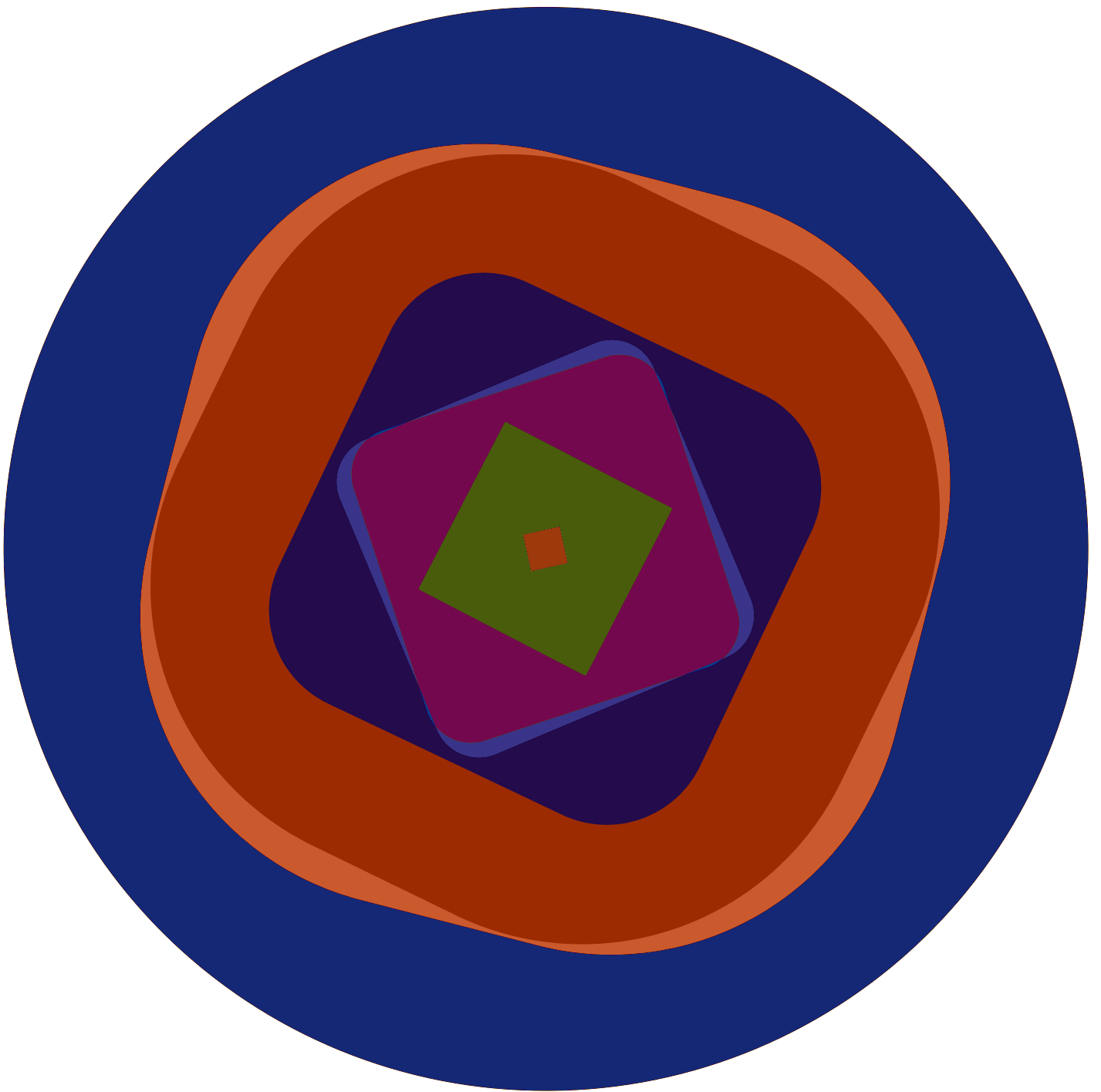
390.5 seconds.



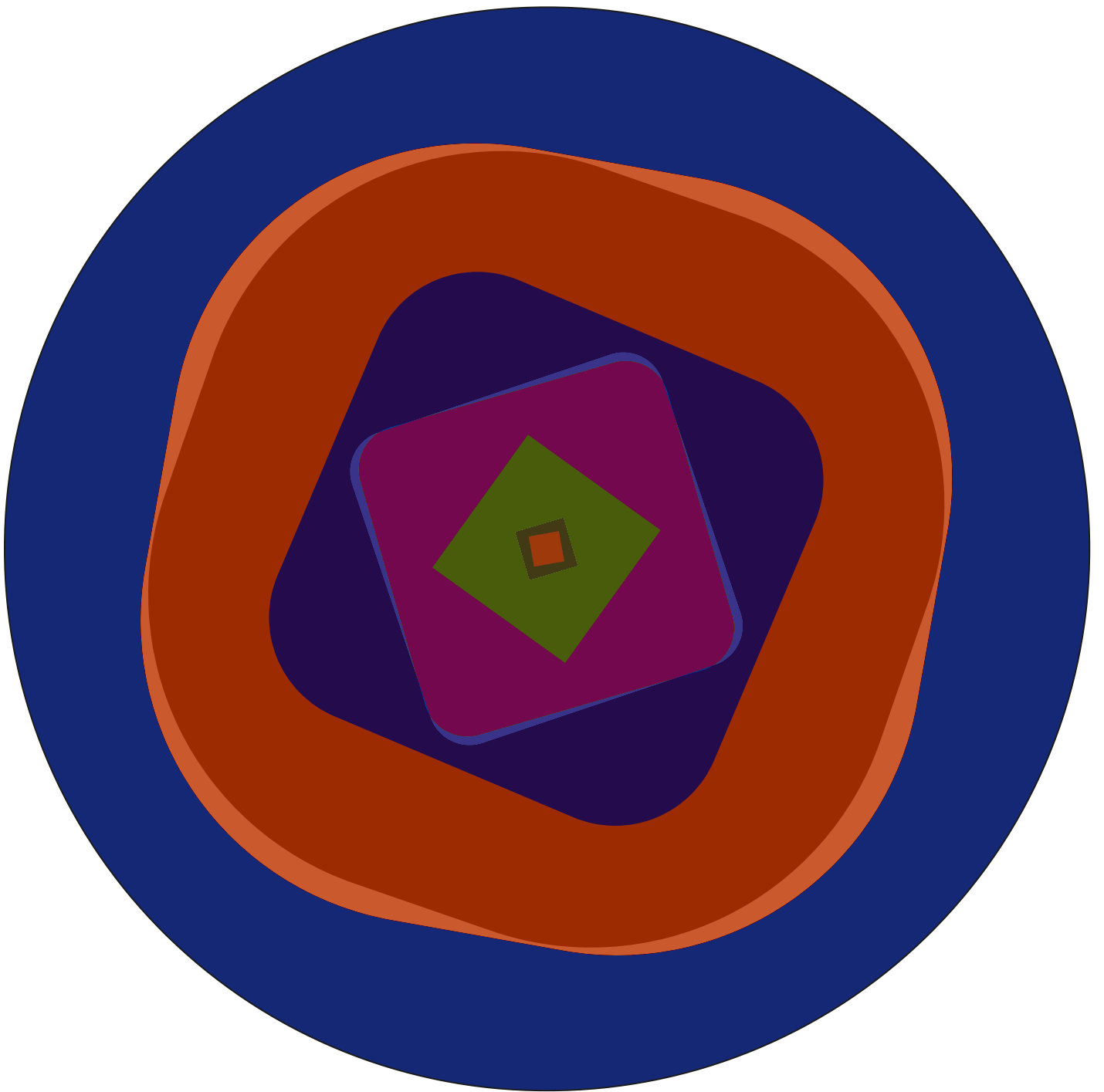
397.6 seconds.



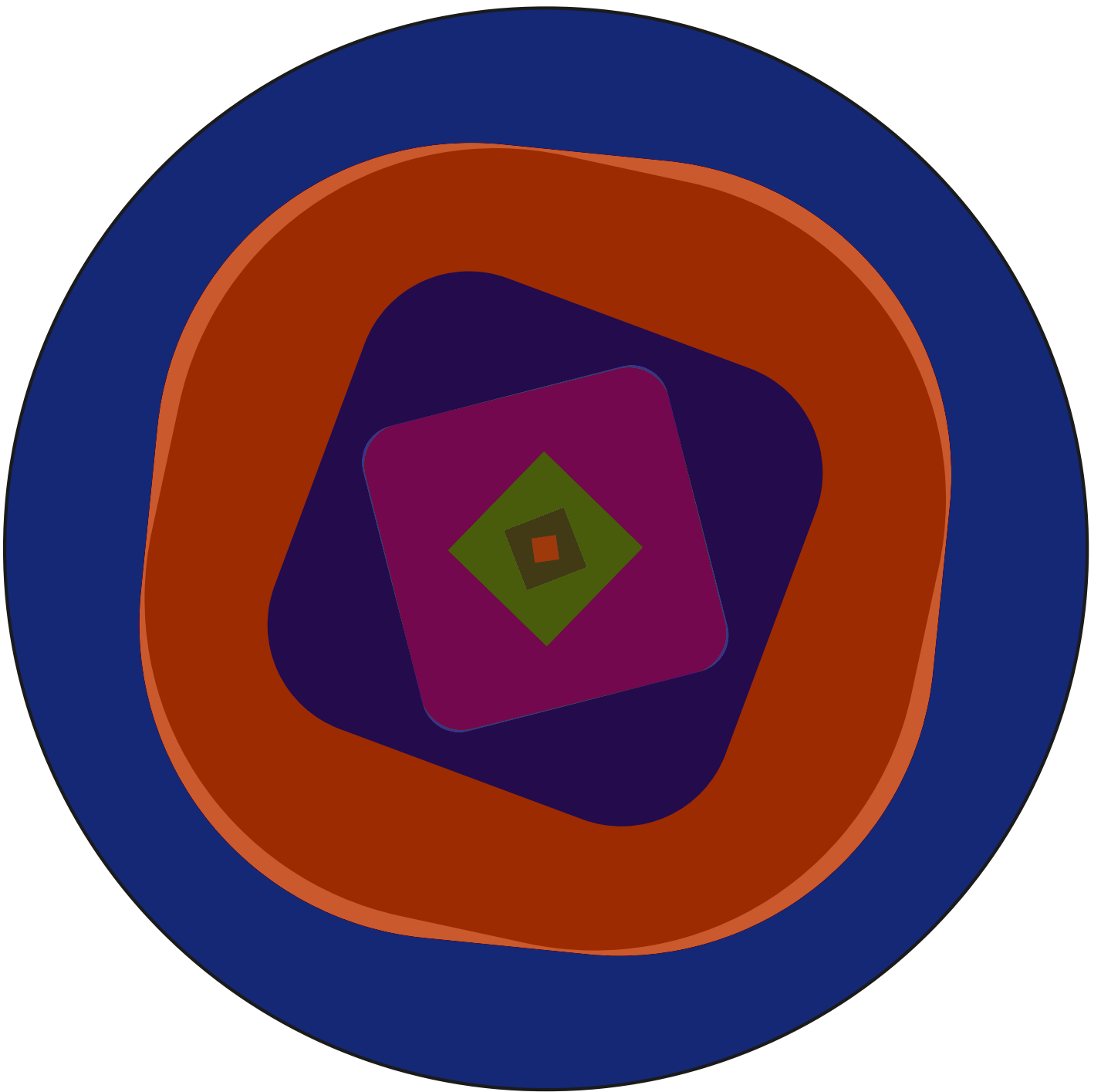
404.7 seconds.



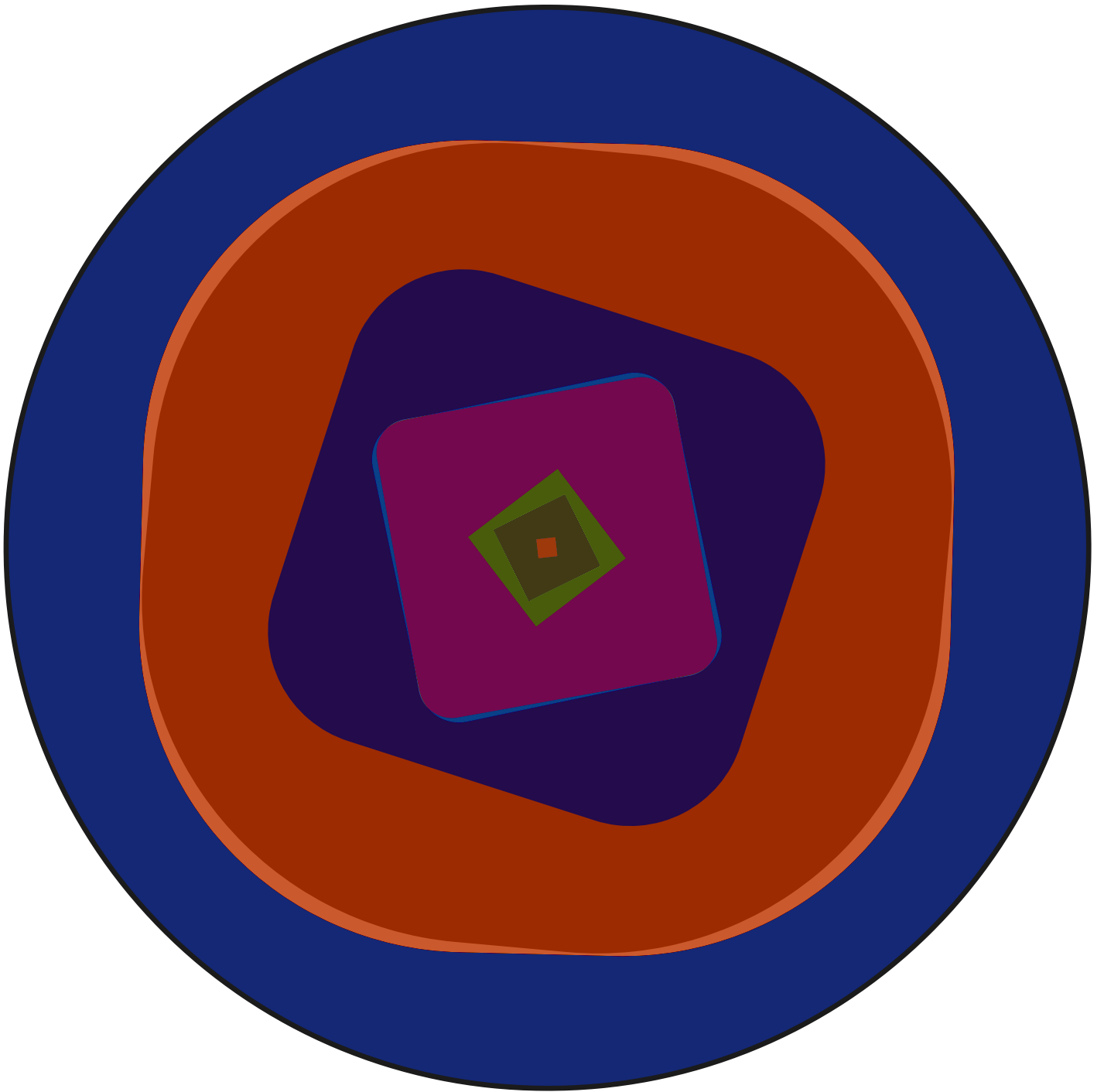
411.8 seconds.



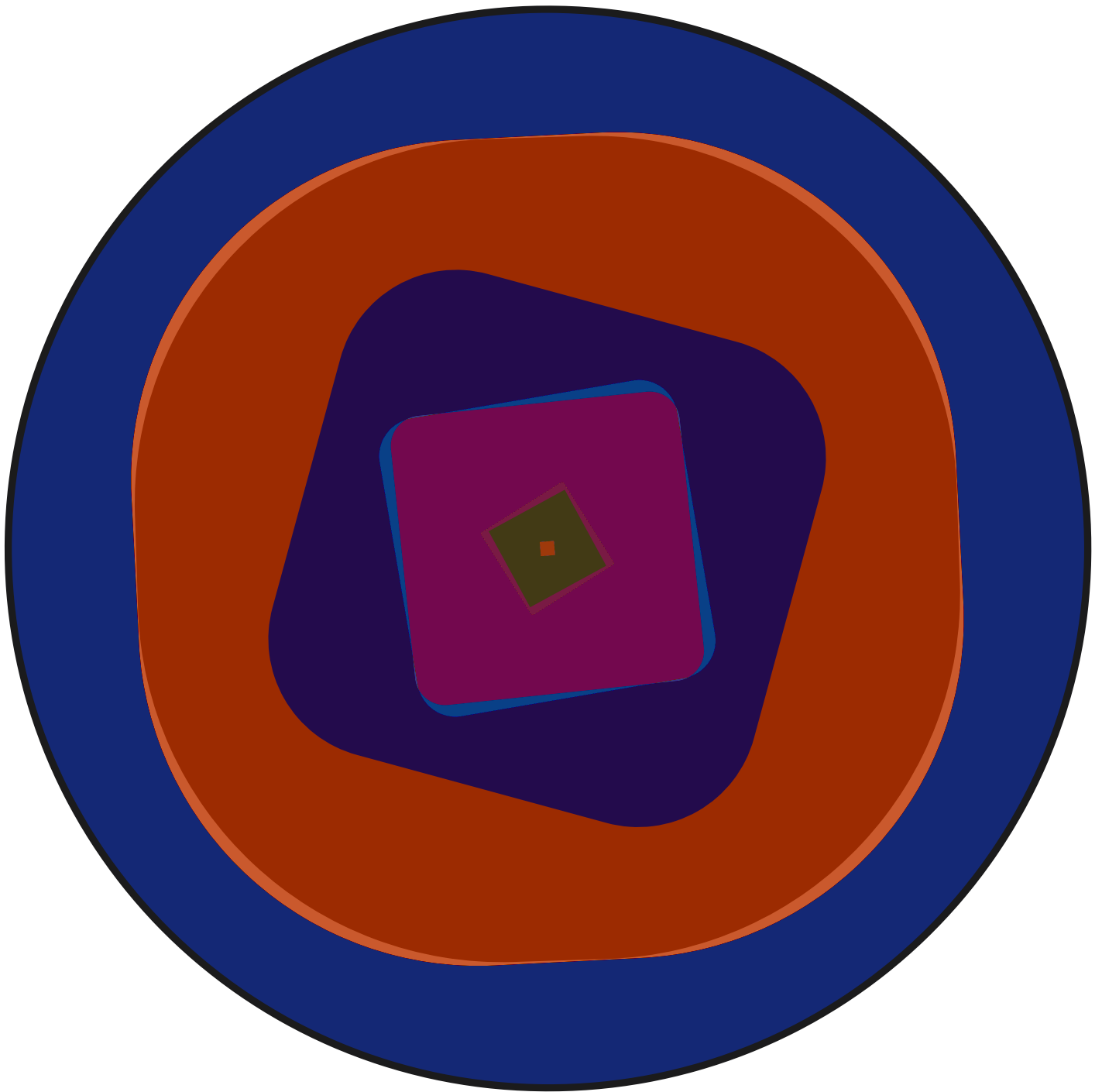
418.9 seconds.



426 seconds.

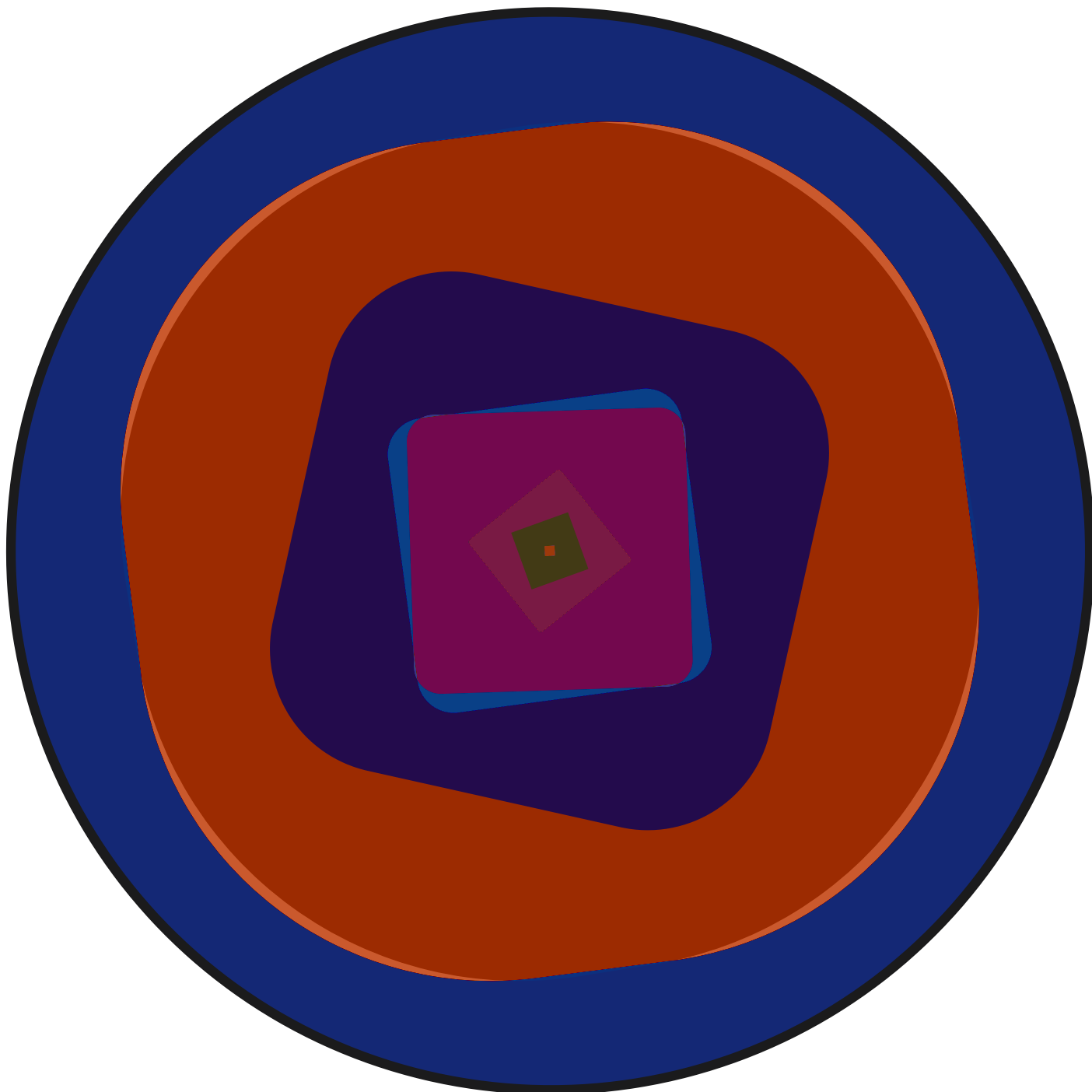


433.1 seconds.

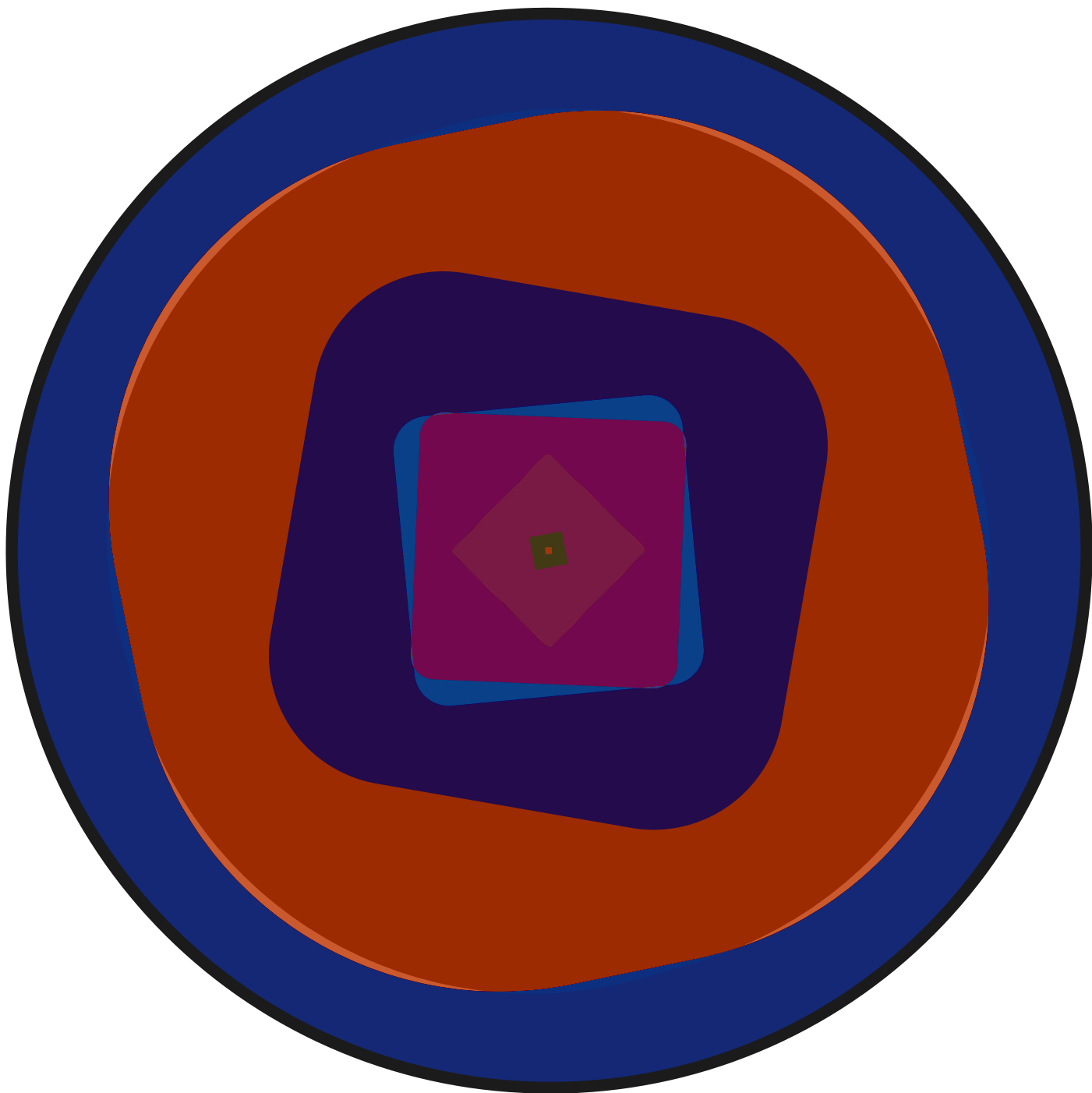


440.2 seconds.

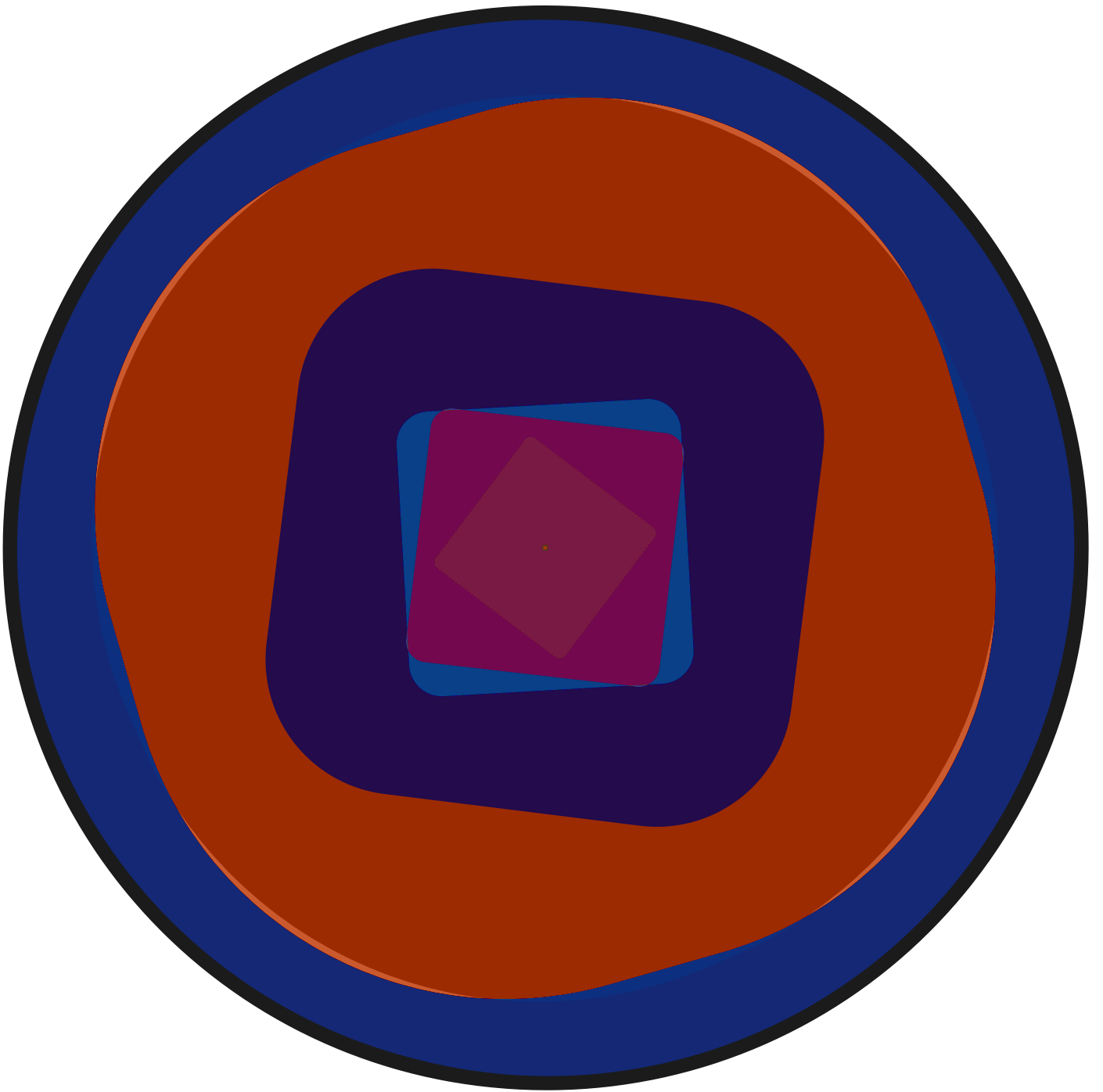


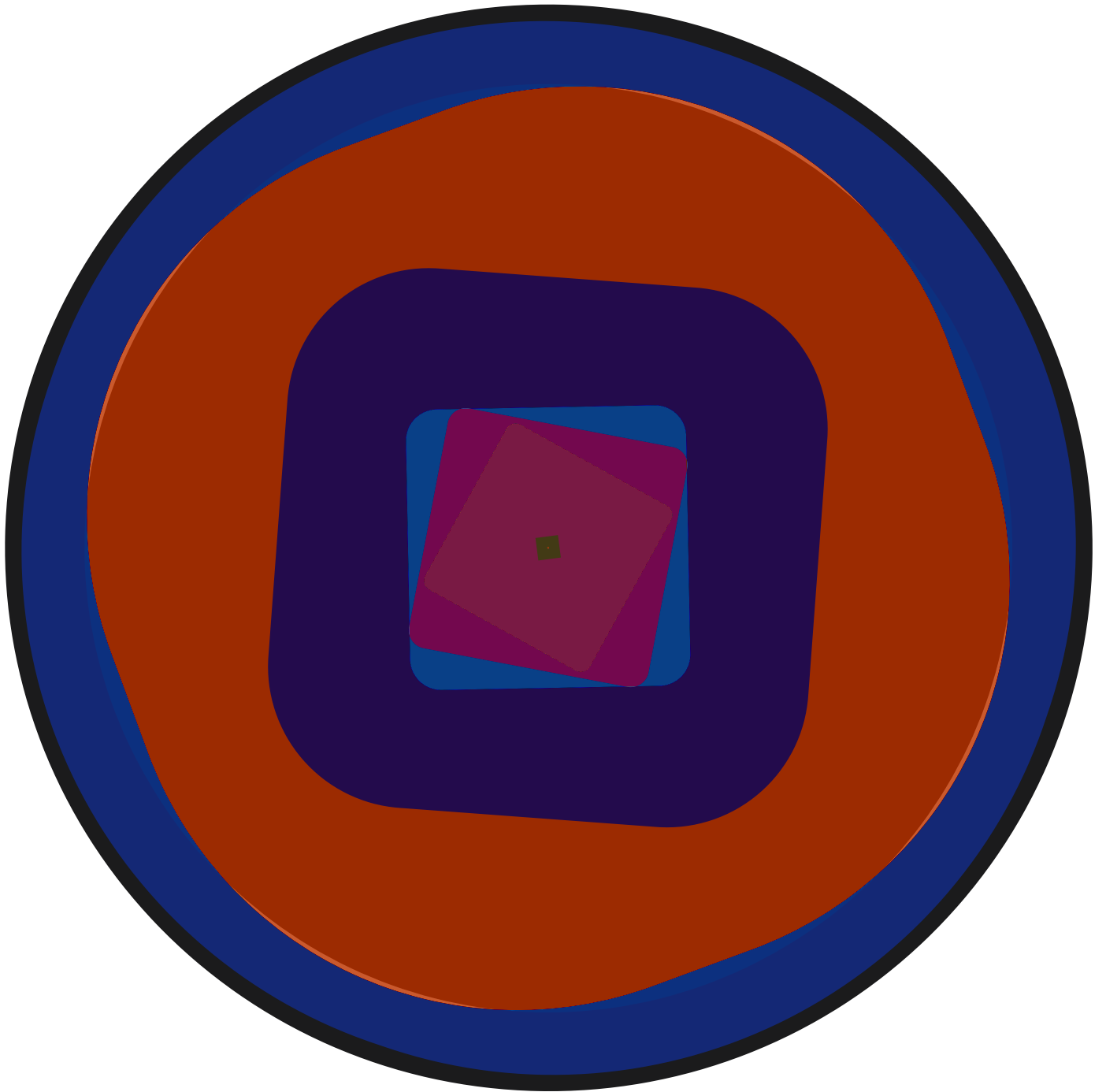


447.3 seconds.

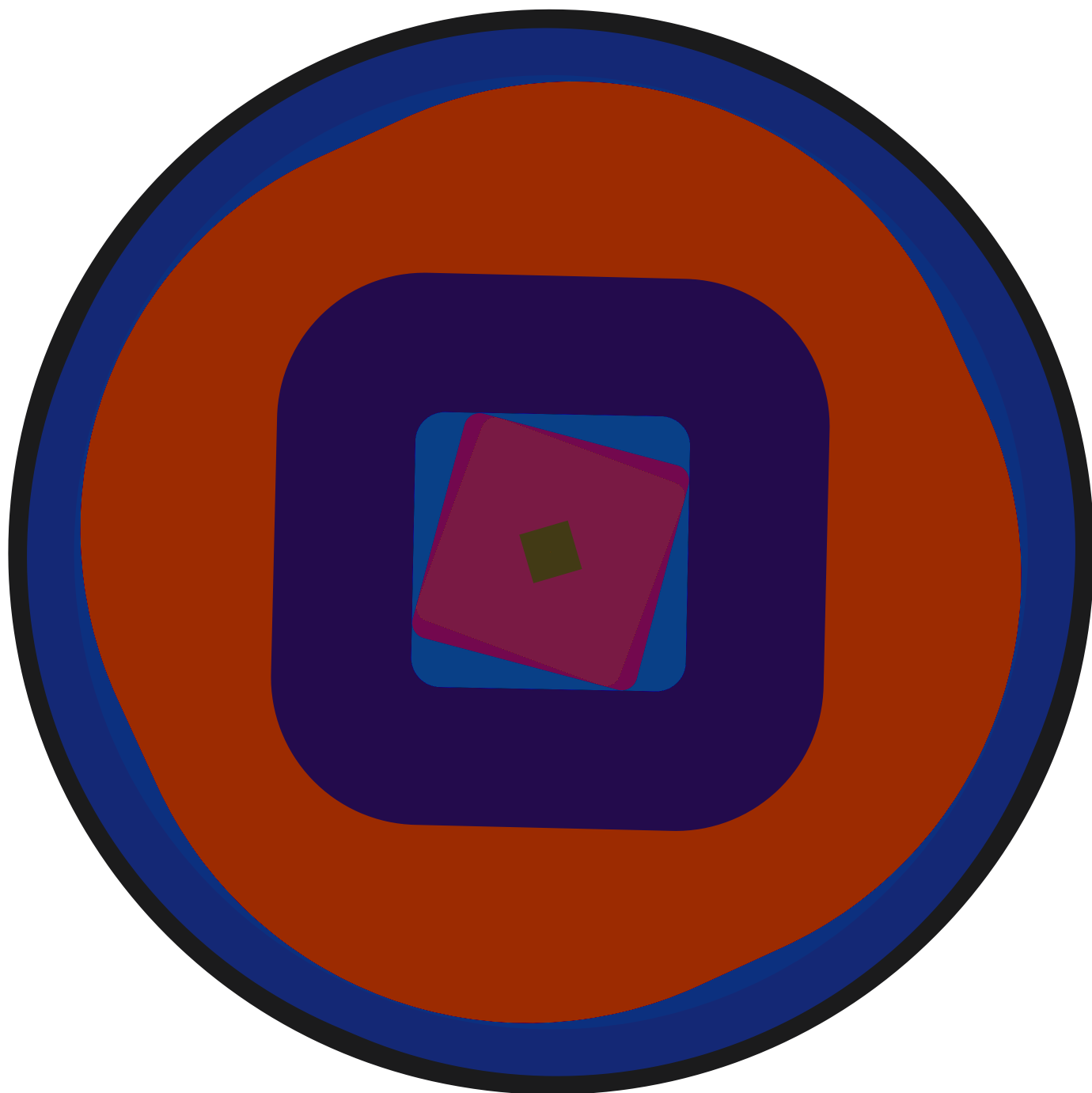


454.4 seconds.

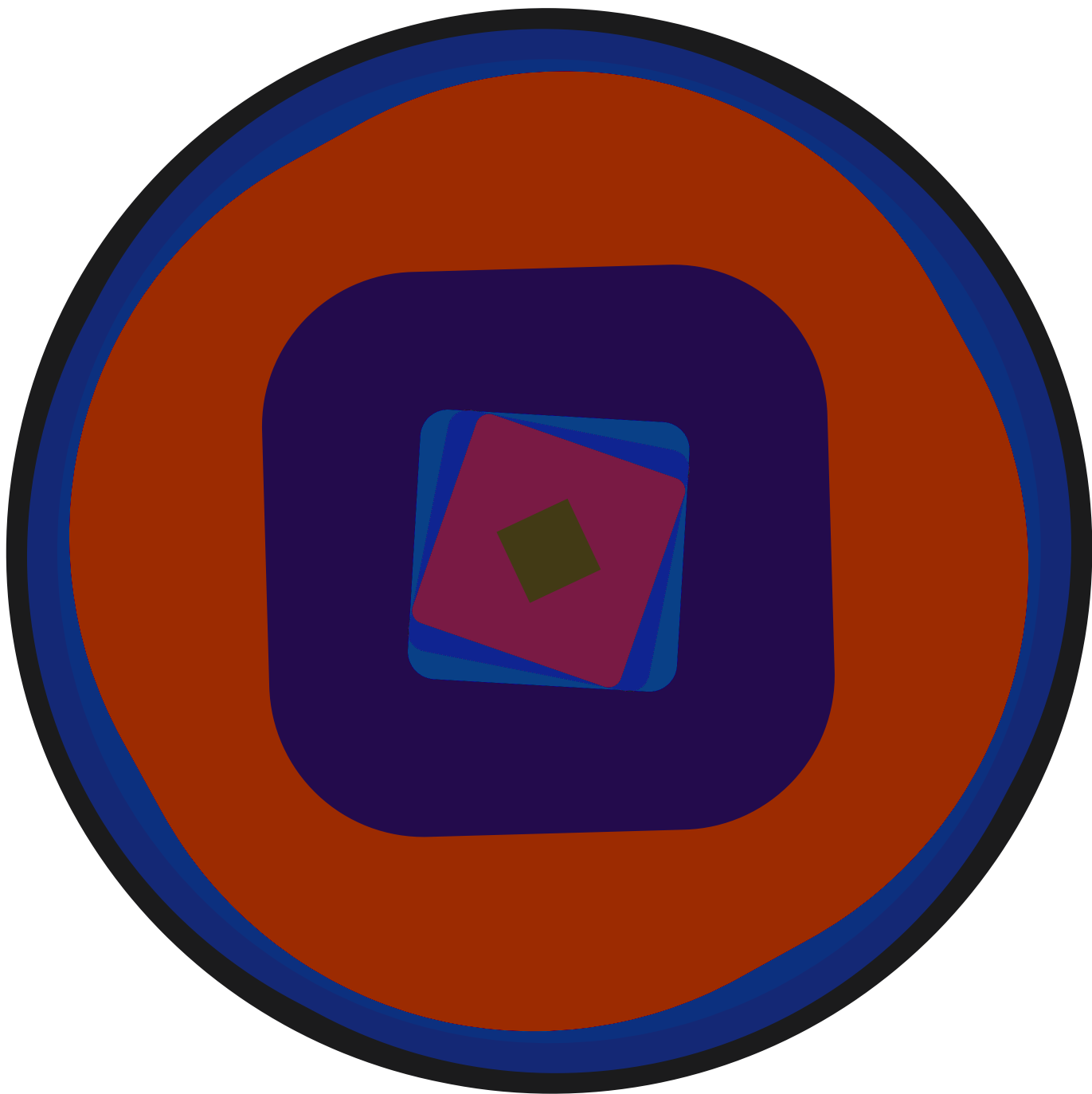




468.6 seconds.



475.7 seconds.



482.8 seconds.

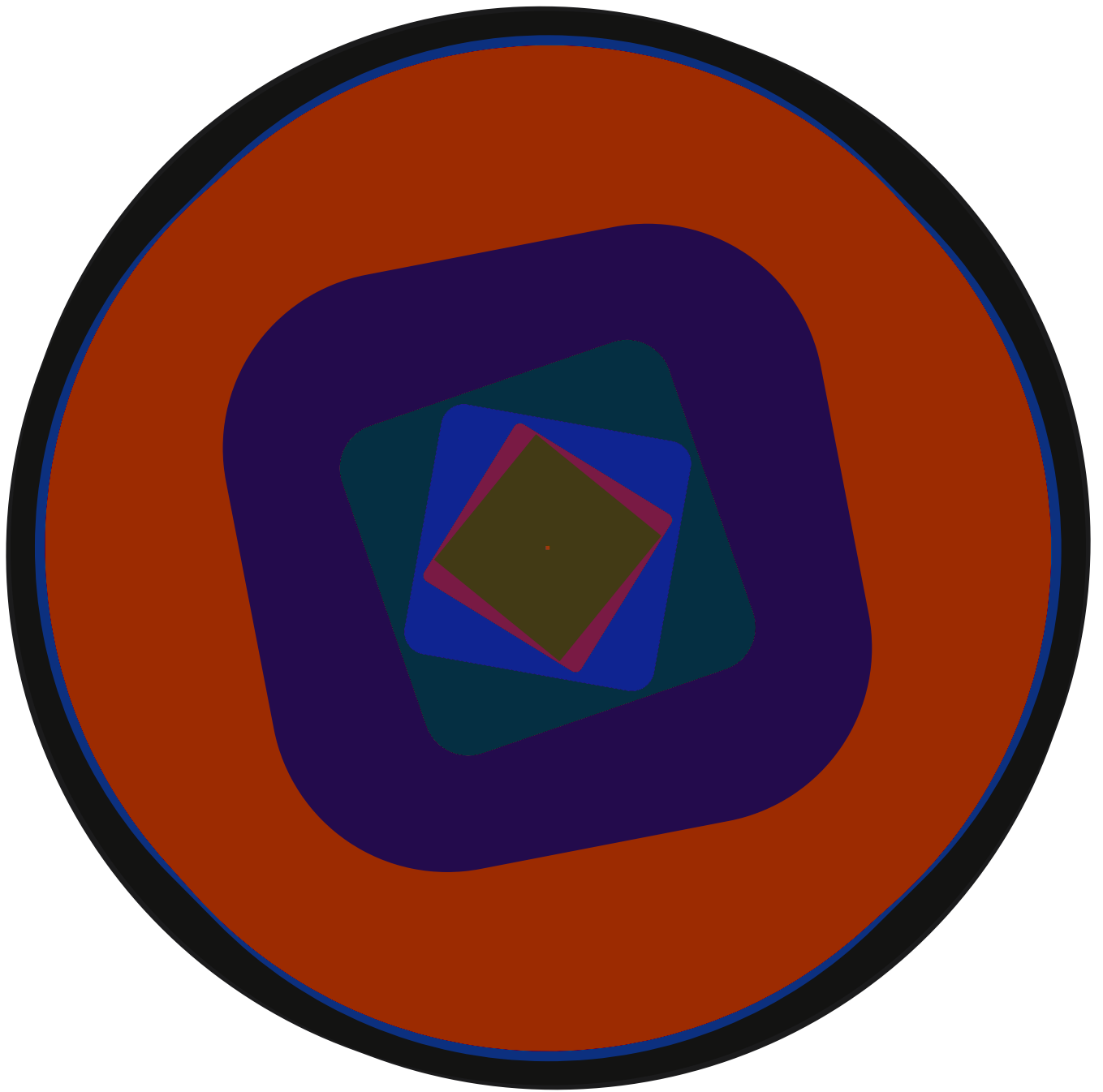


489.9 seconds.

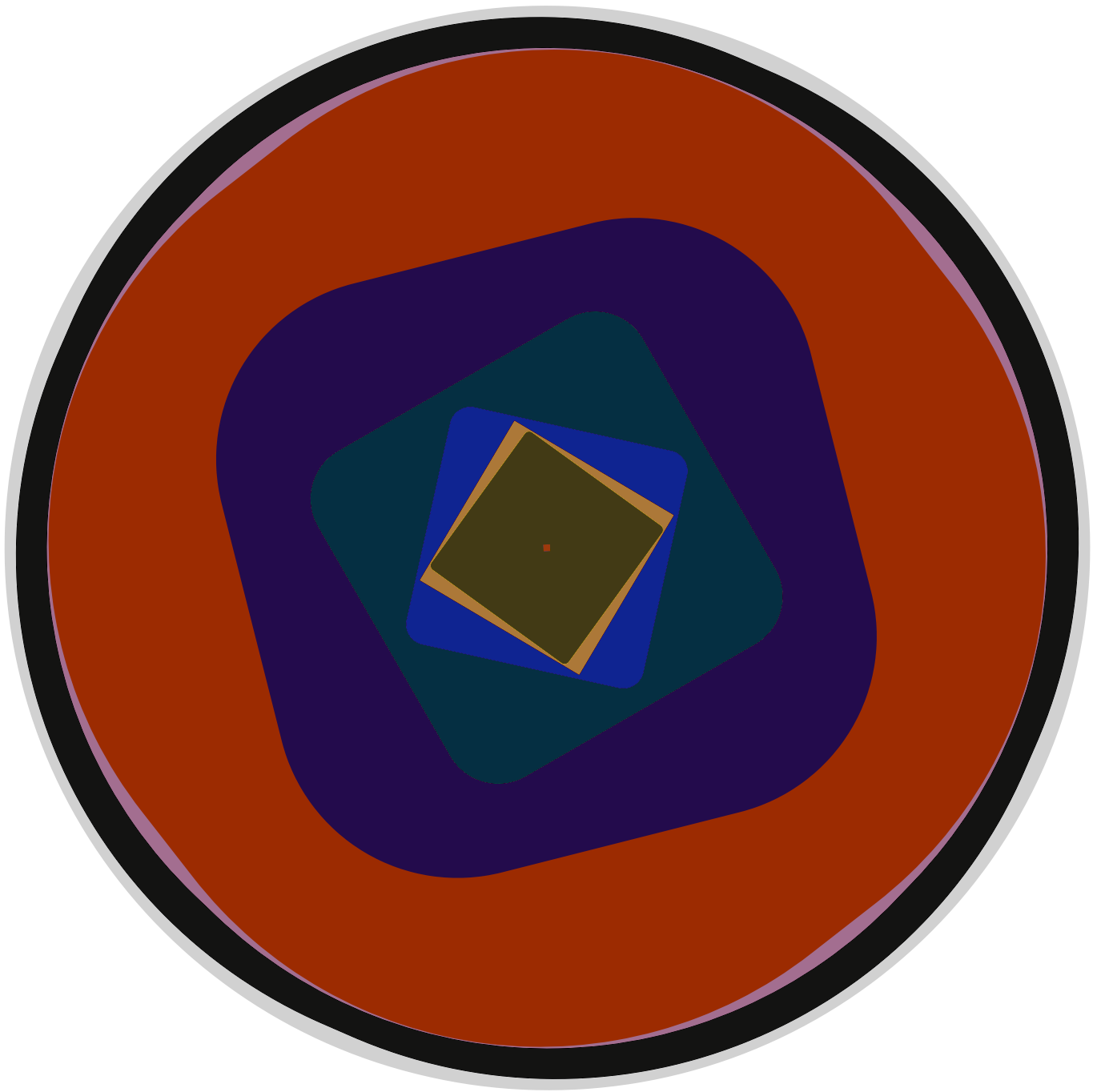


497 seconds.

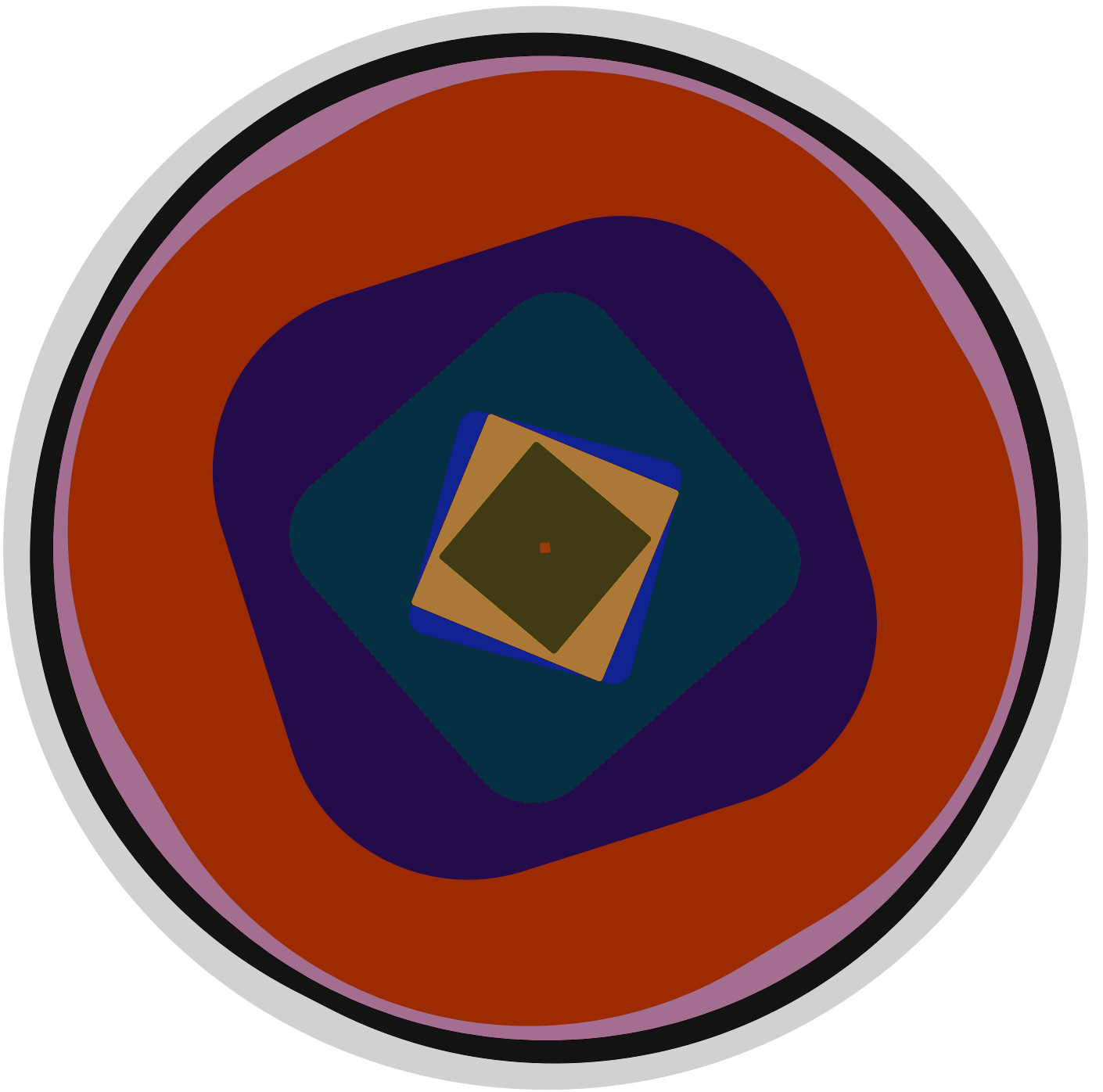




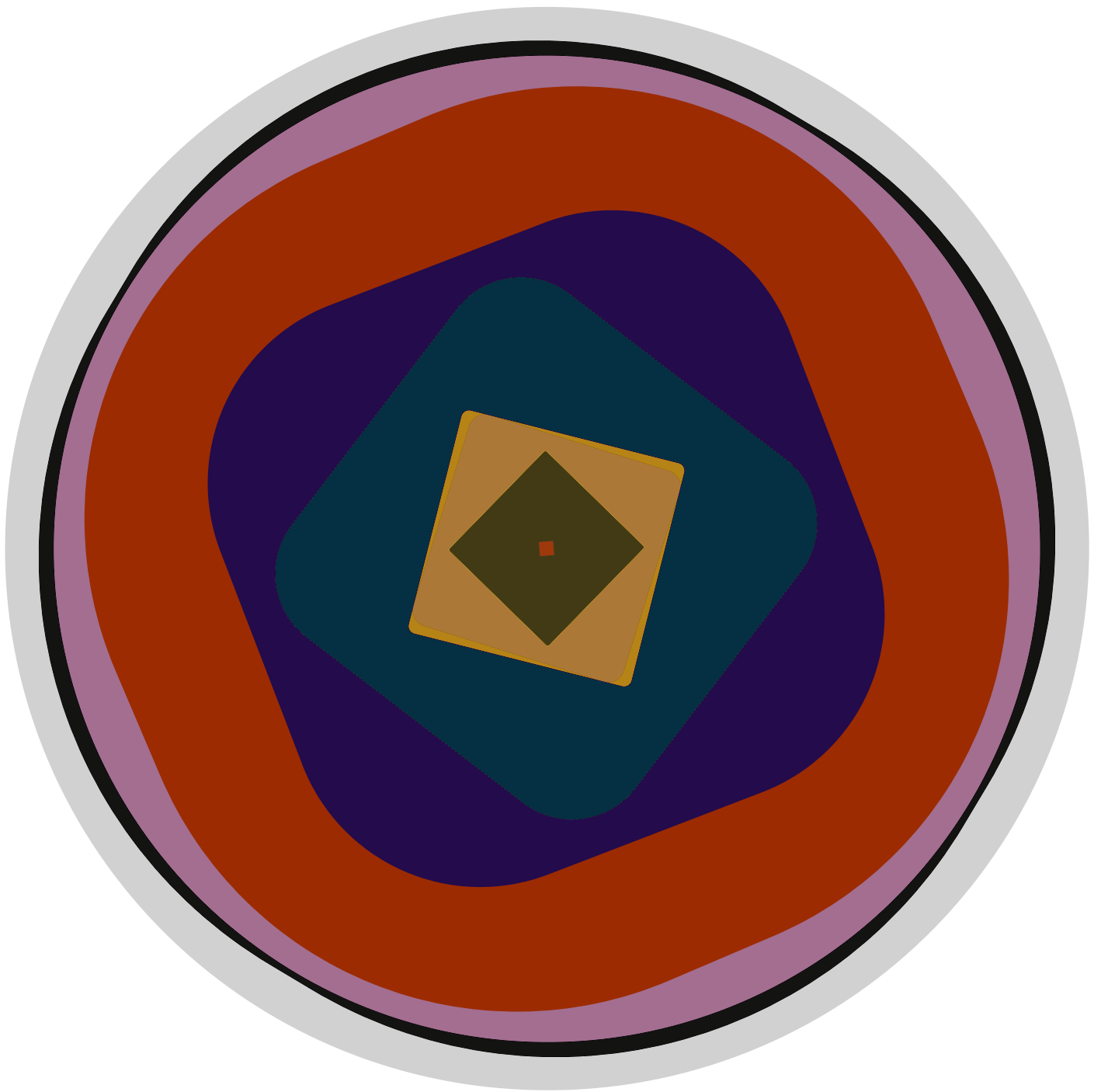
504.1 seconds.



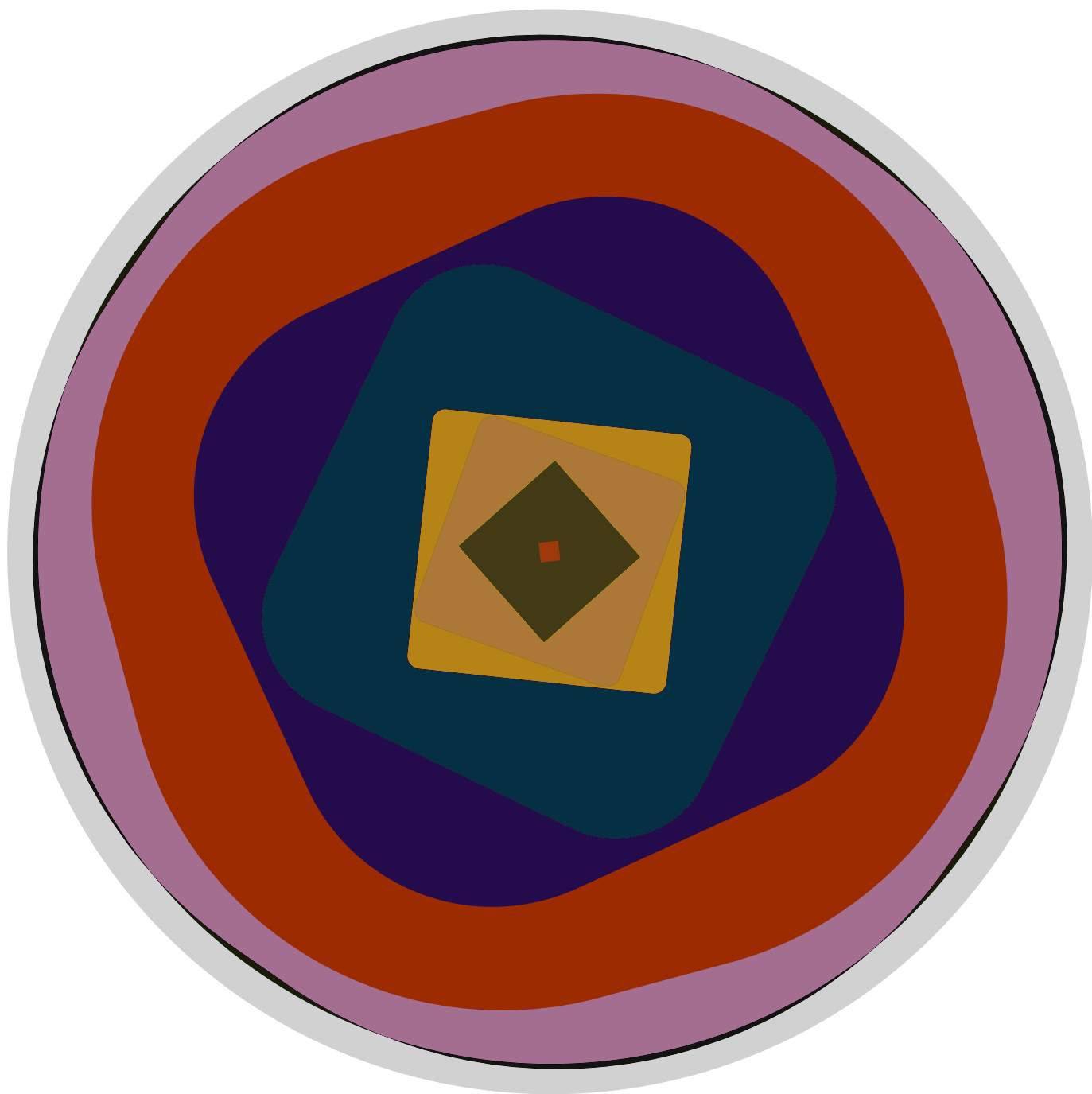
511.2 seconds.



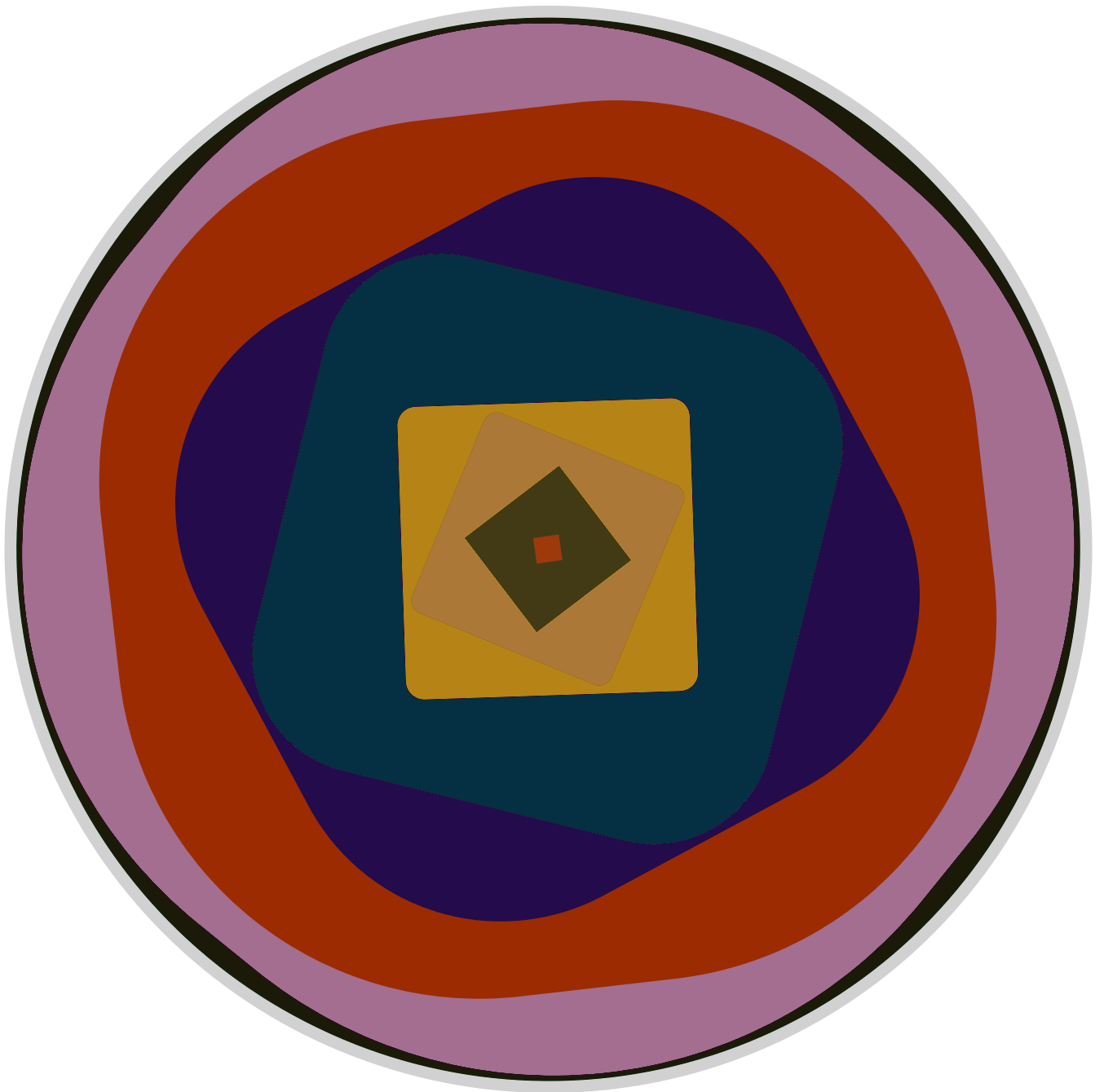
518.3 seconds.



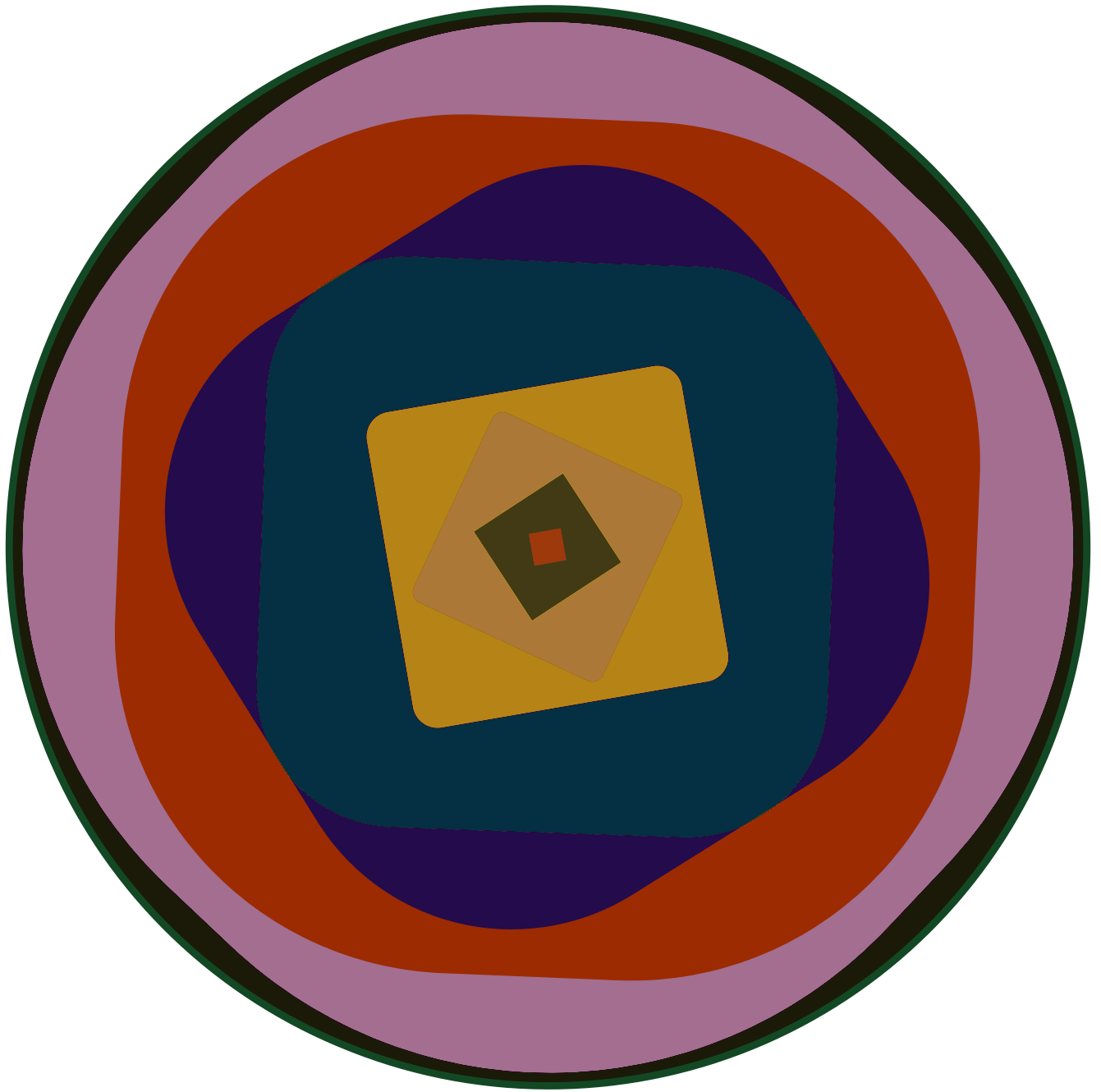
525.4 seconds.



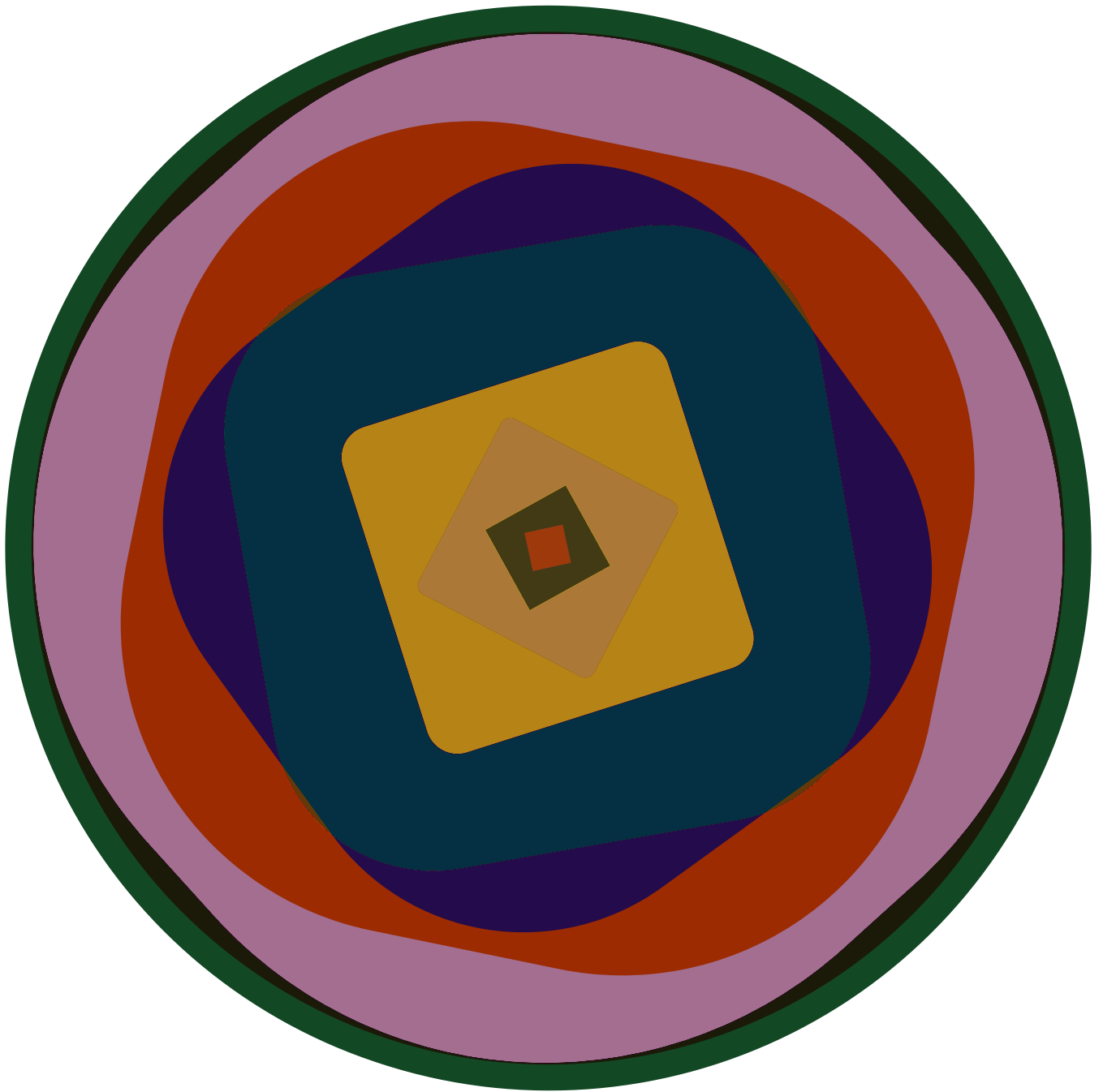
532.5 seconds.



539.6 seconds.

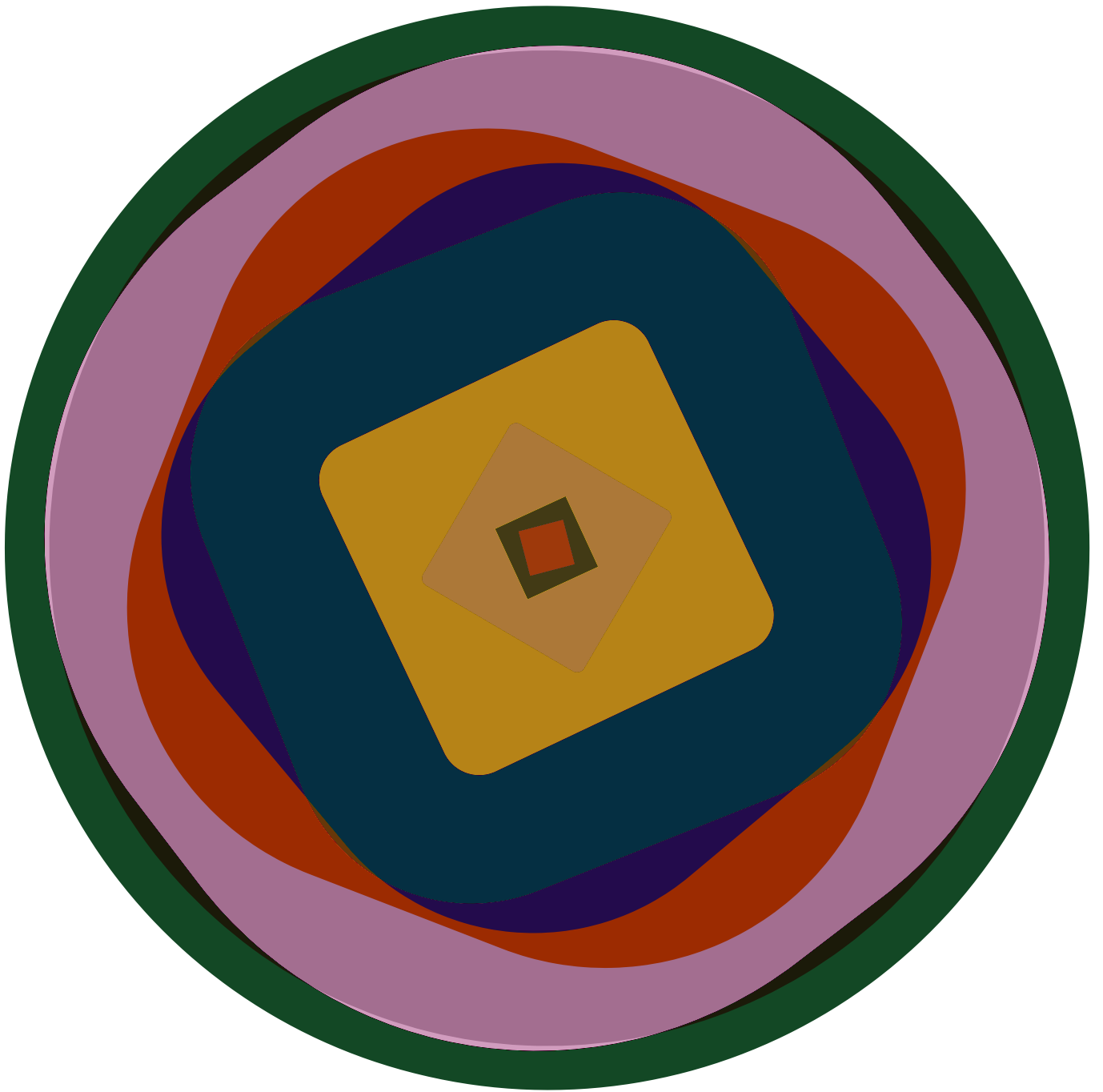


546.7 seconds.

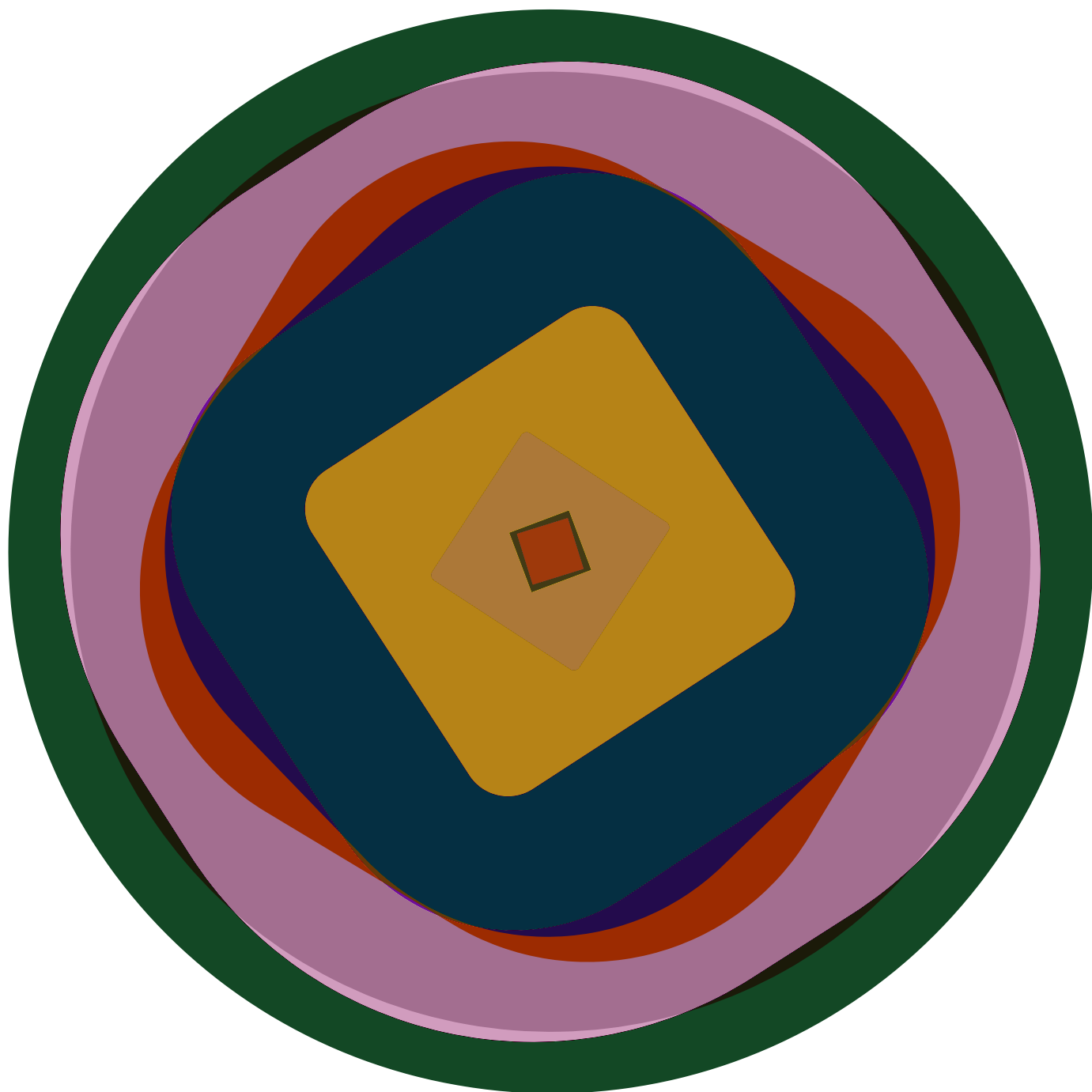


553.8 seconds.

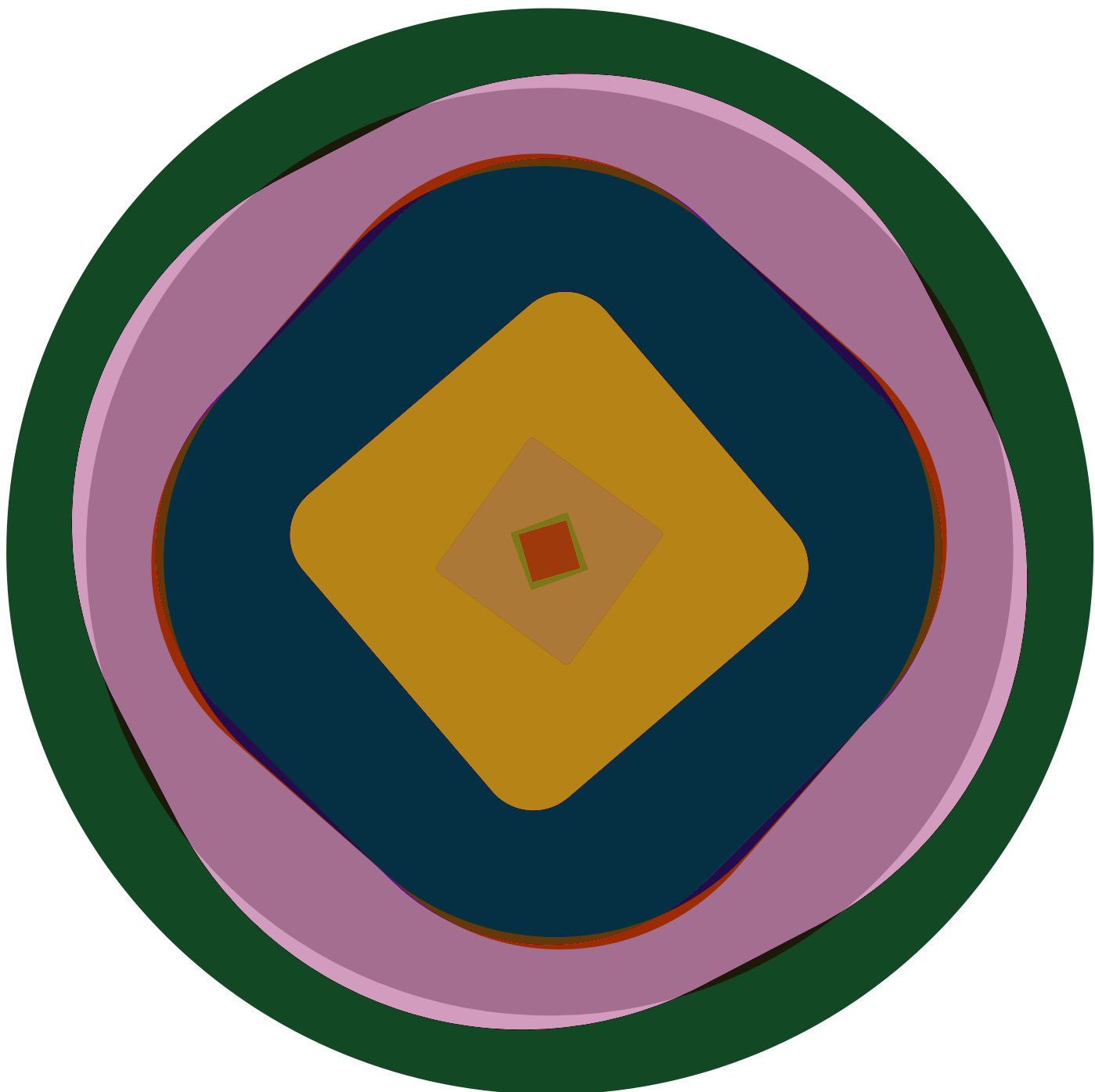




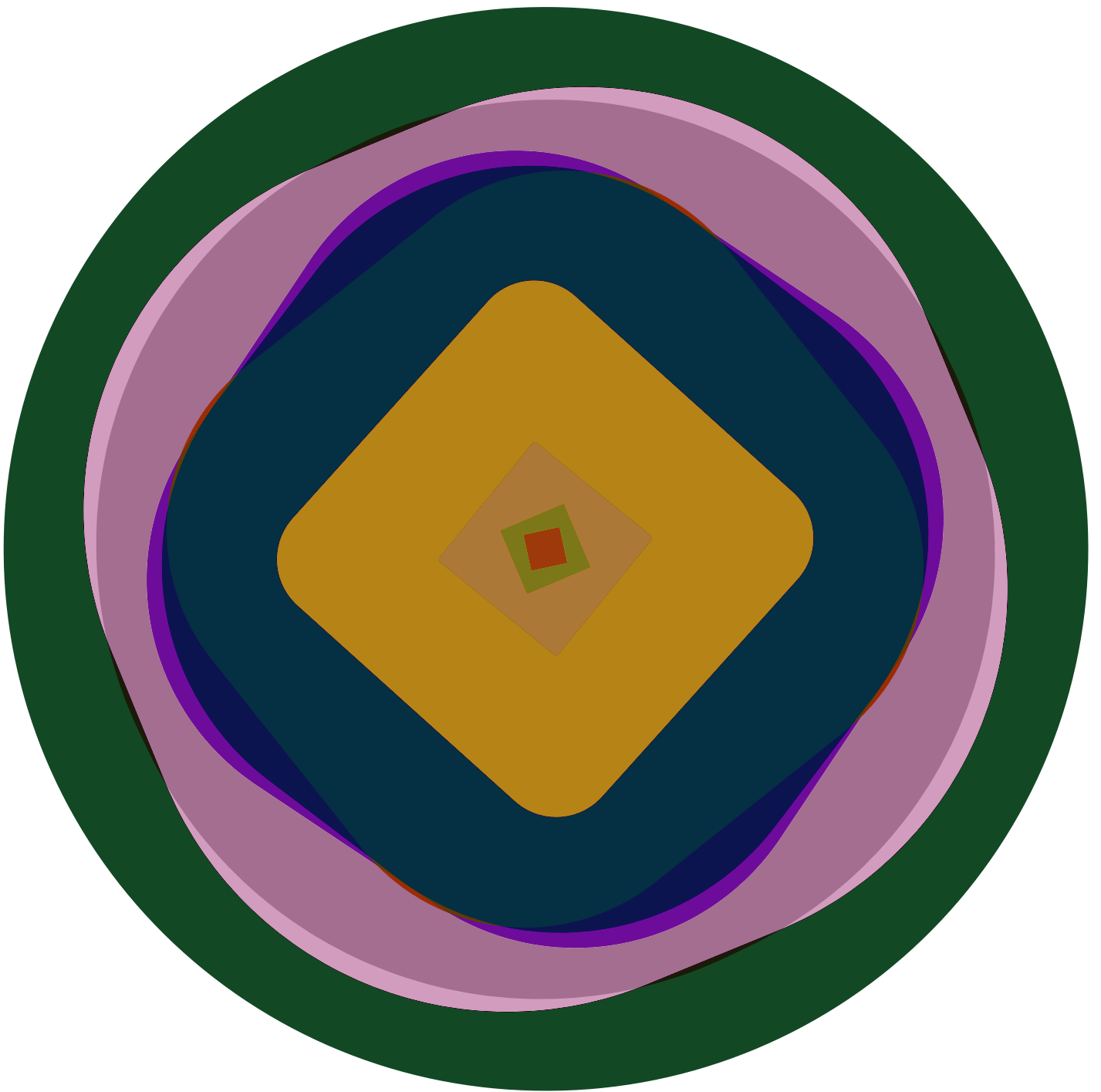
560.9 seconds.



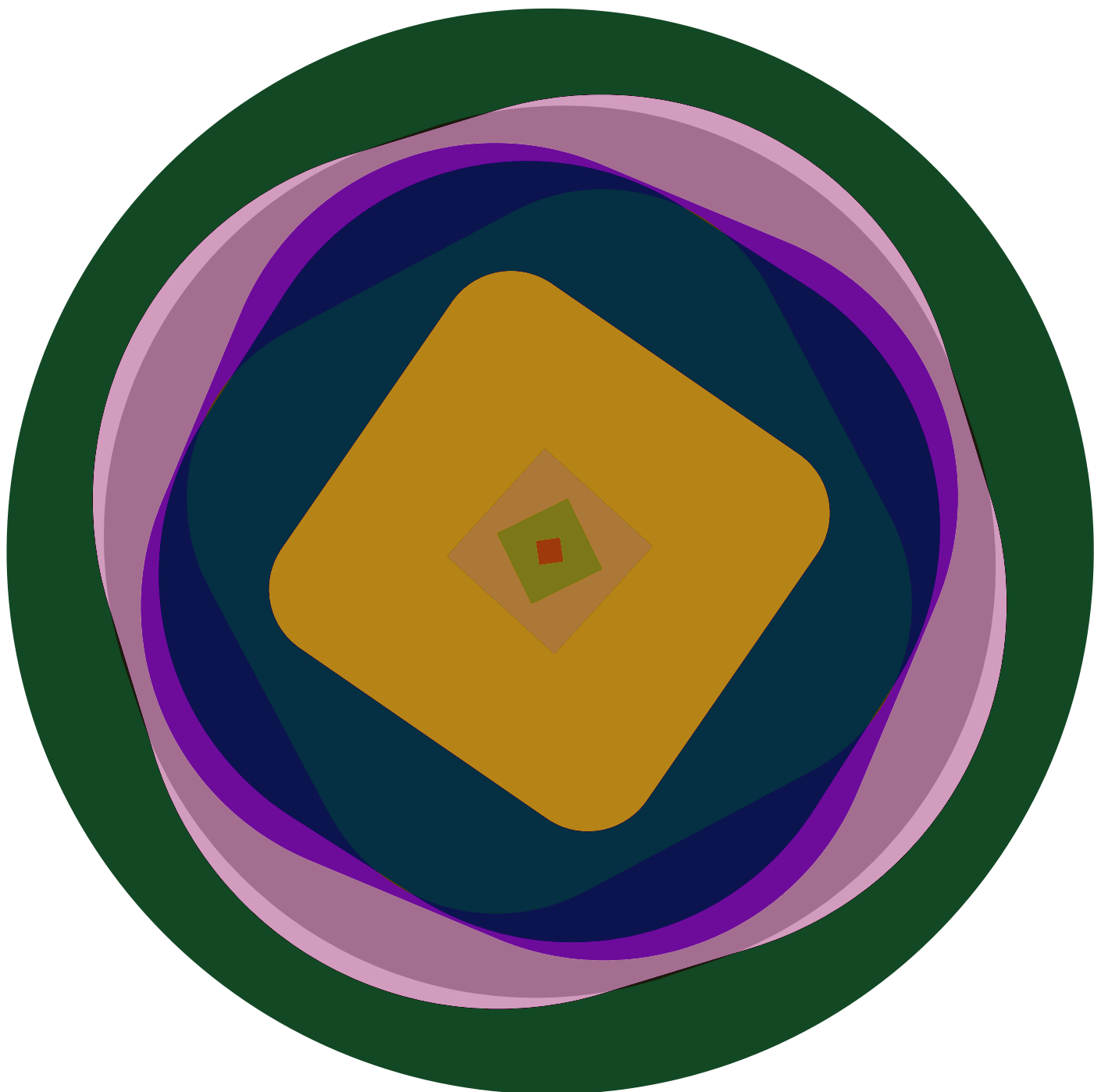
568 seconds.



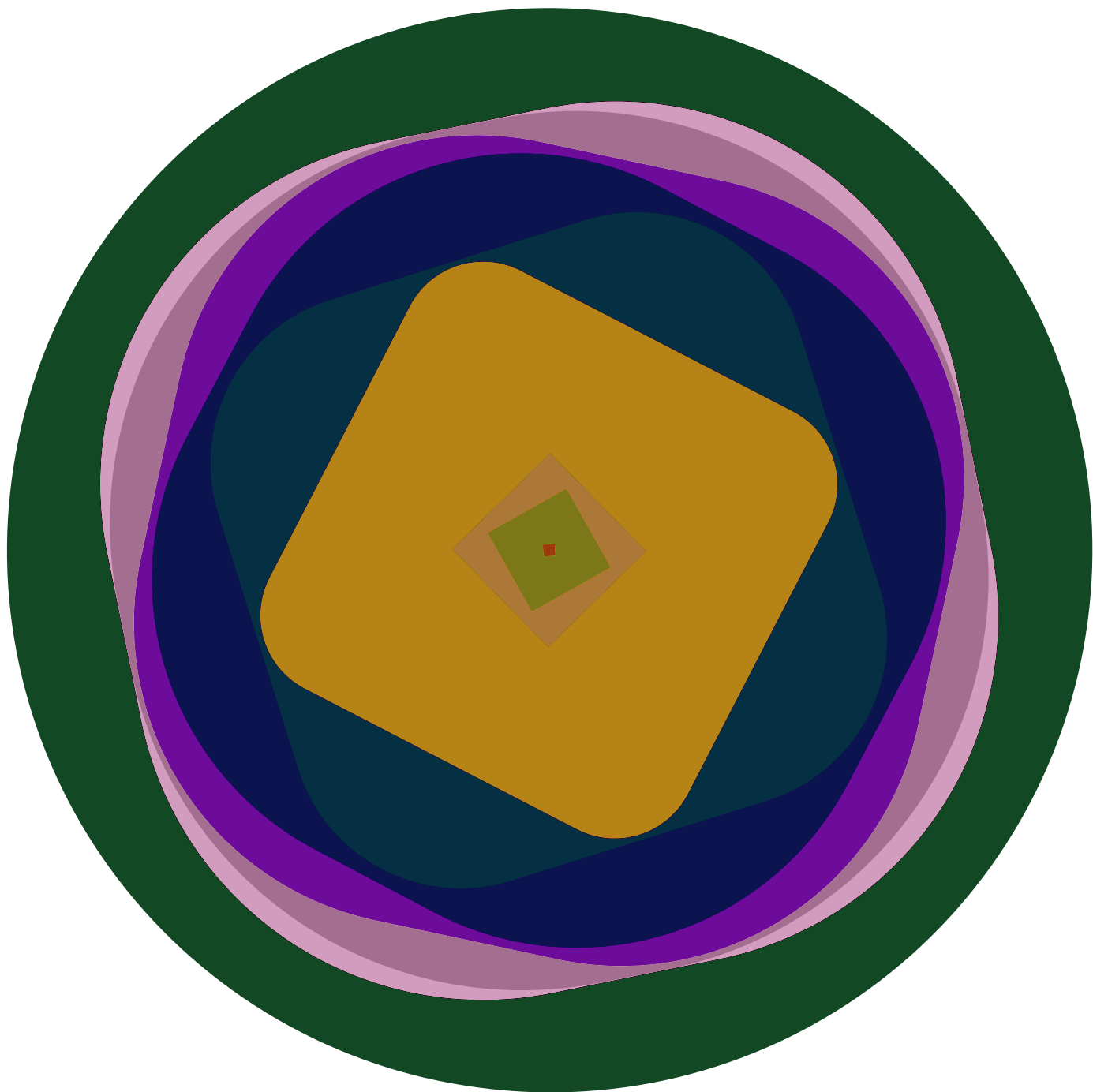
575.1 seconds.



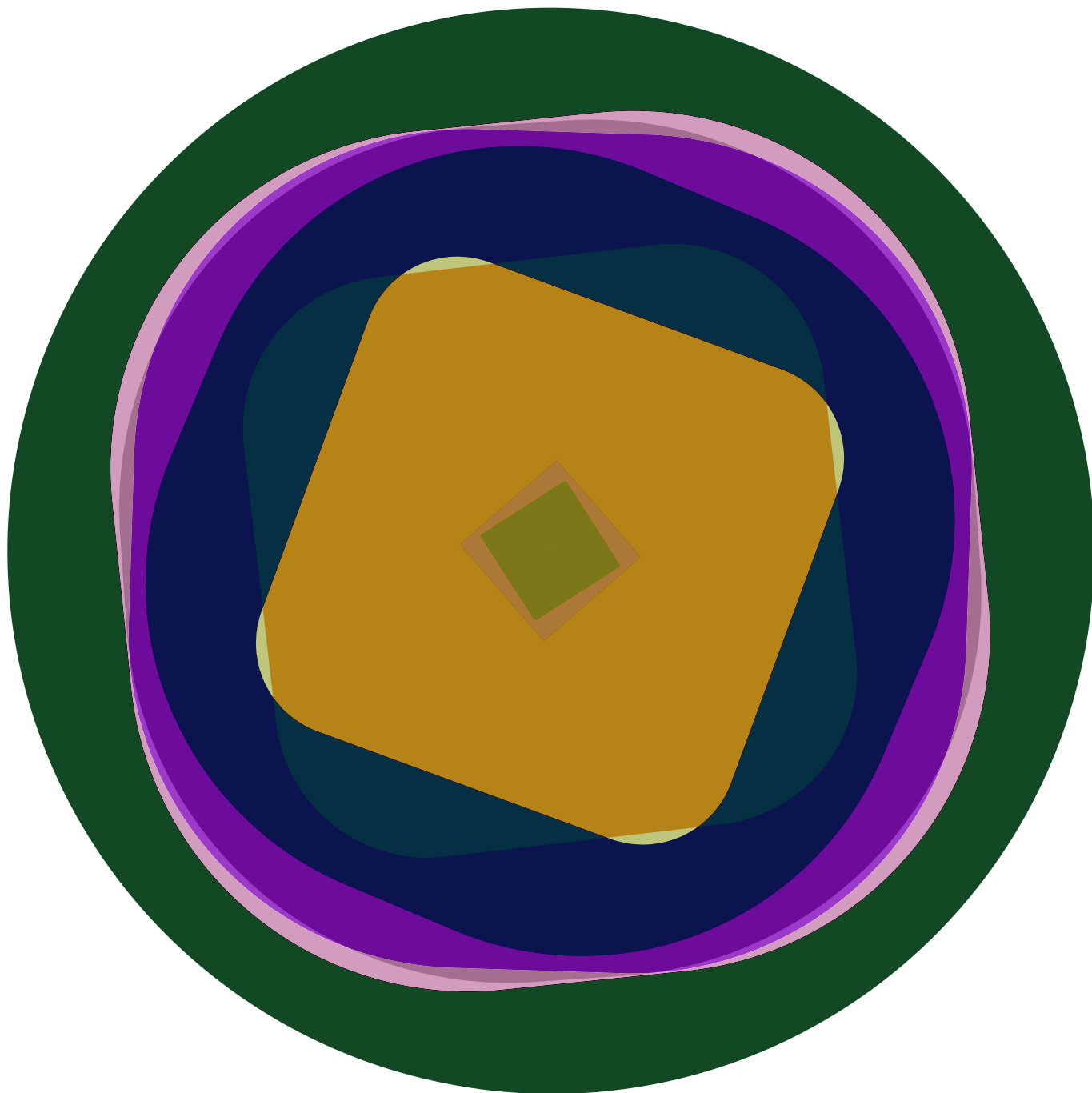
582.2 seconds.



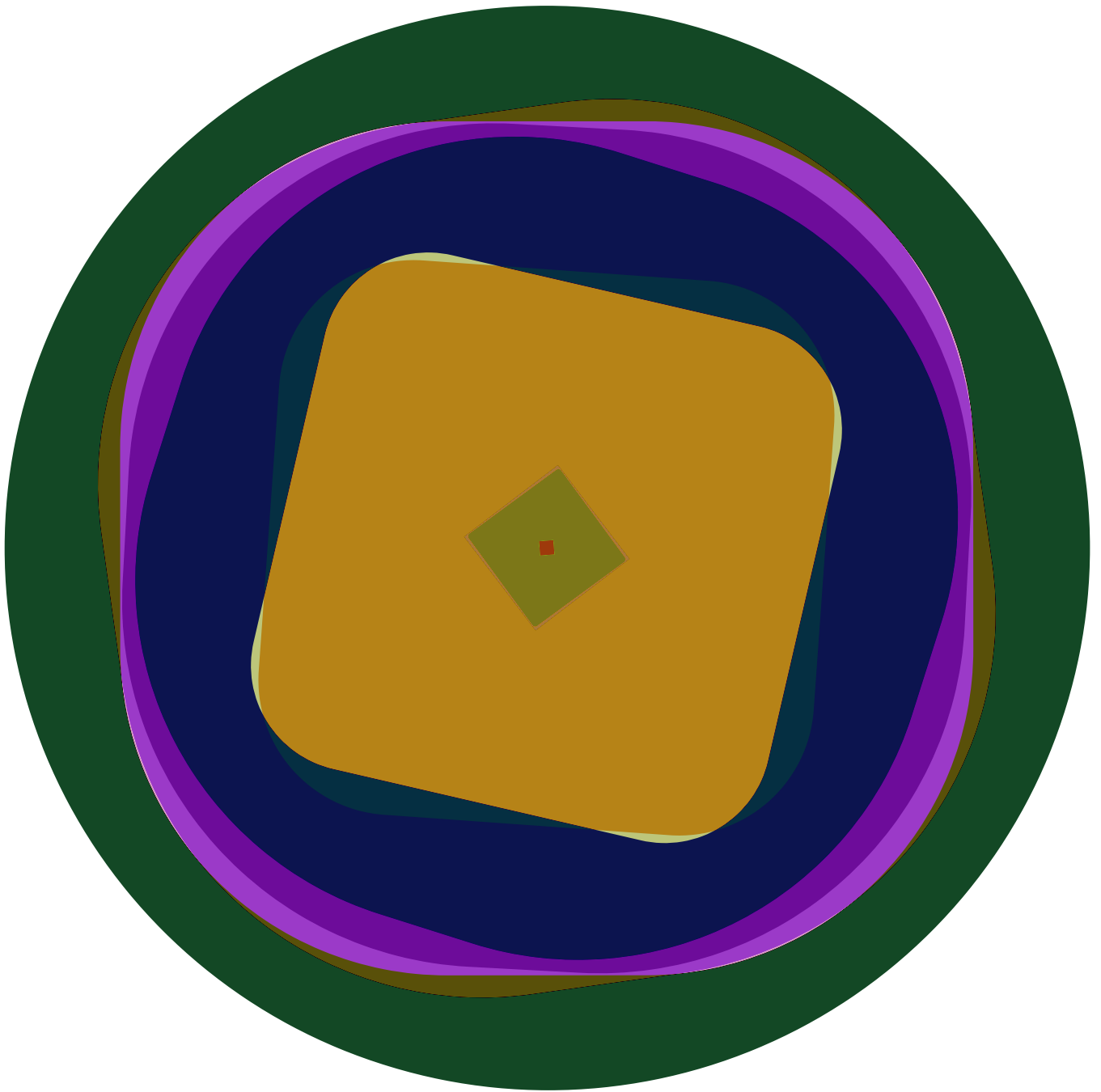
589.3 seconds.



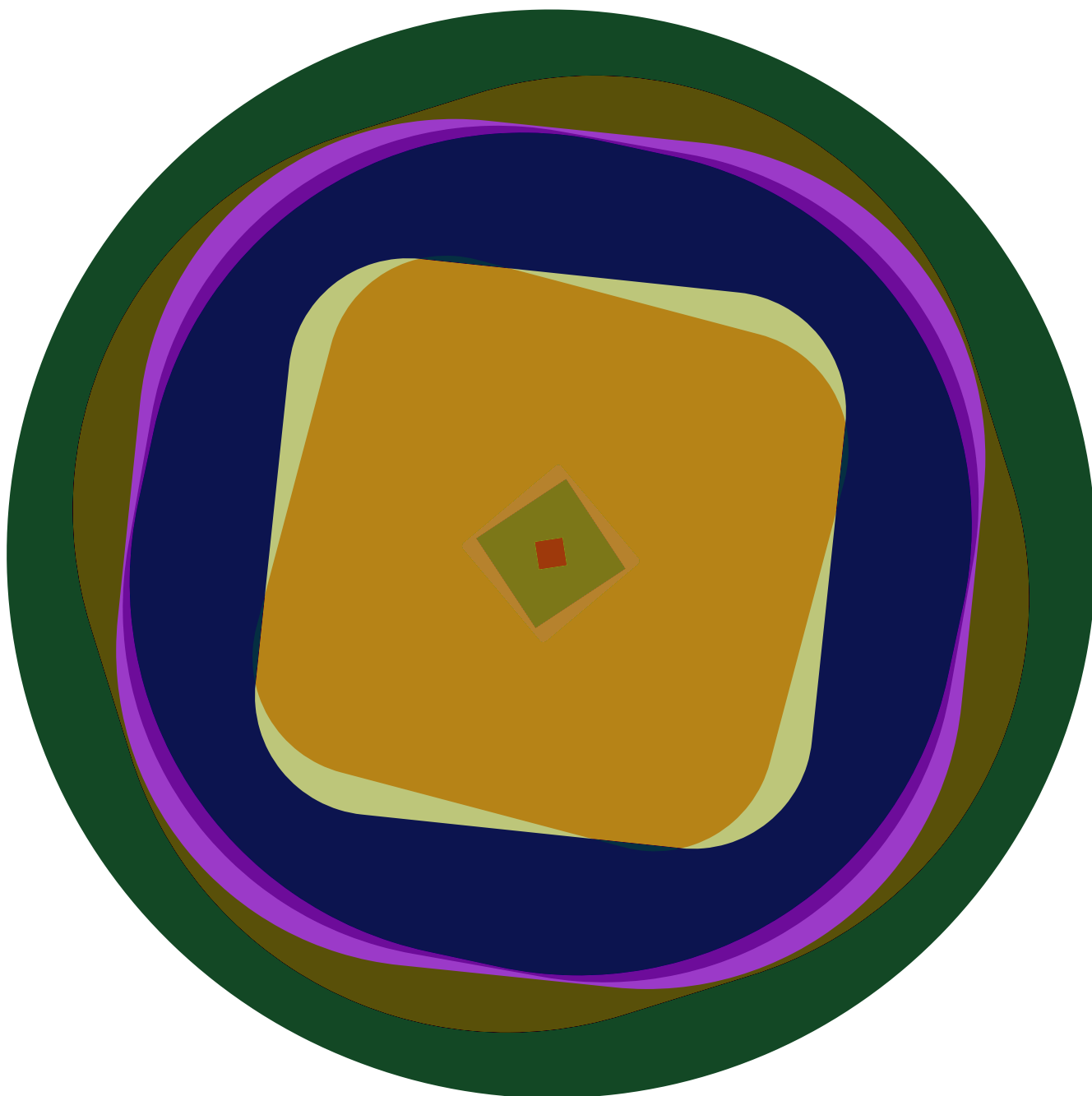
596.4 seconds.



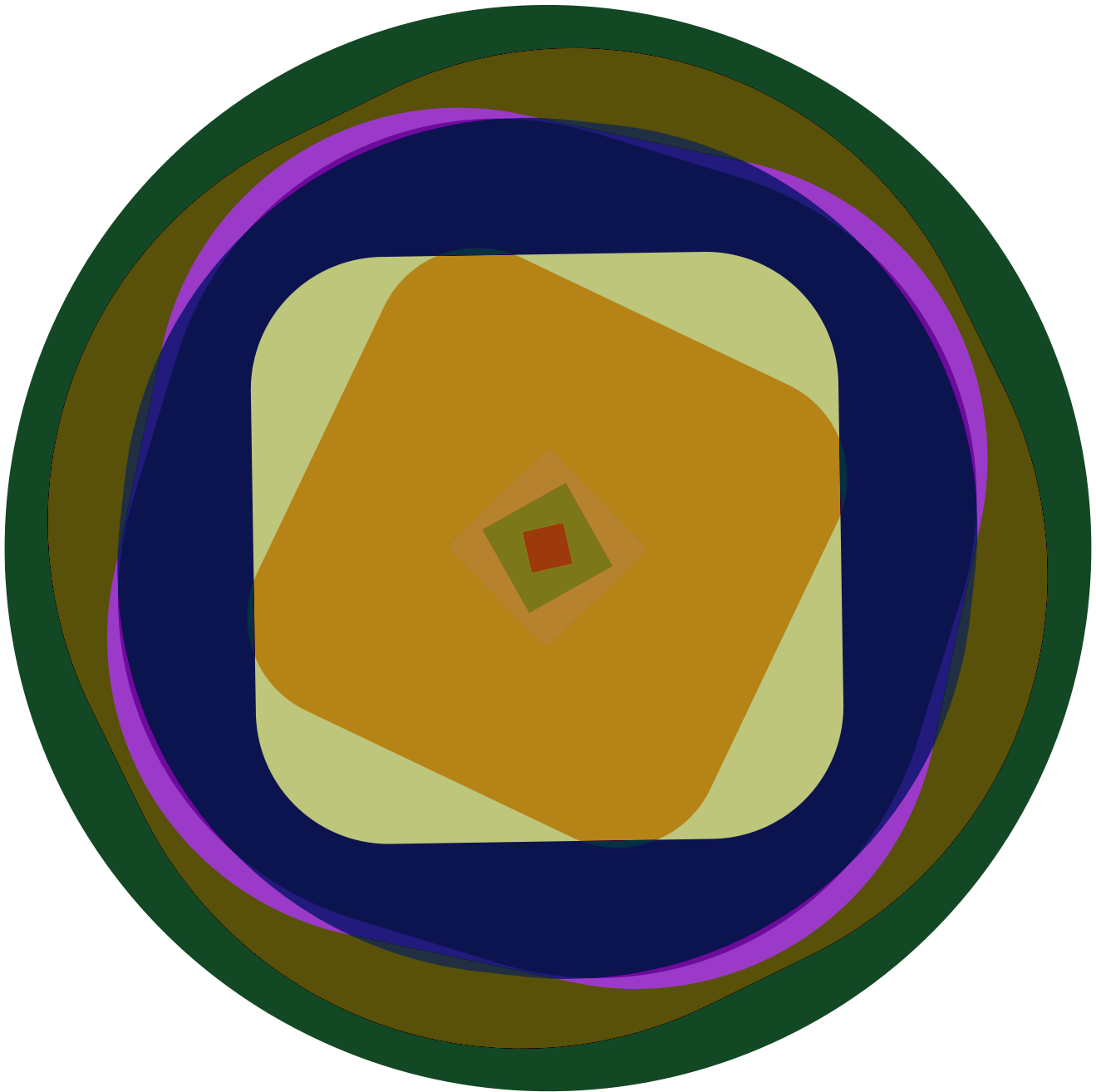
603.5 seconds.



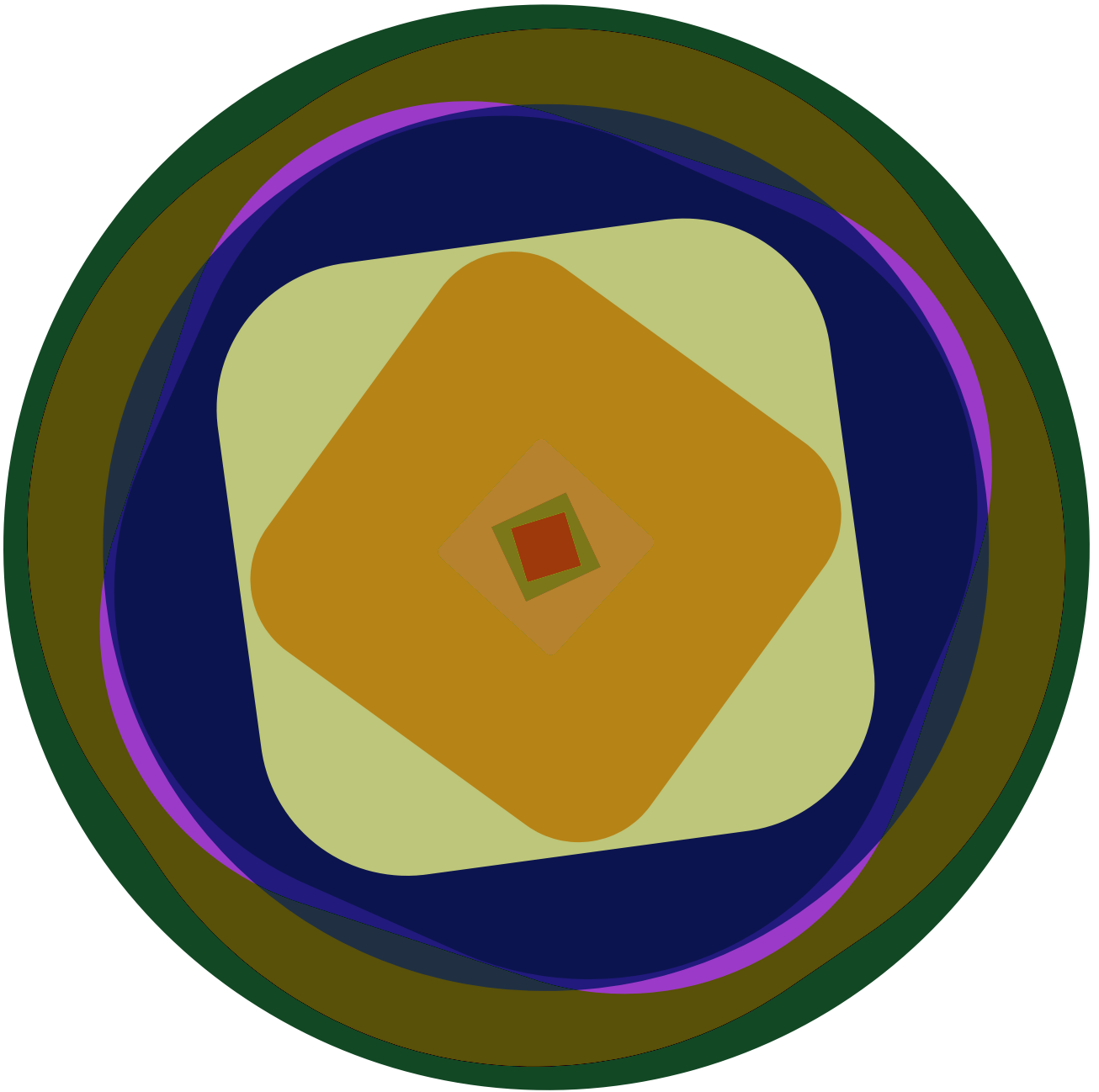




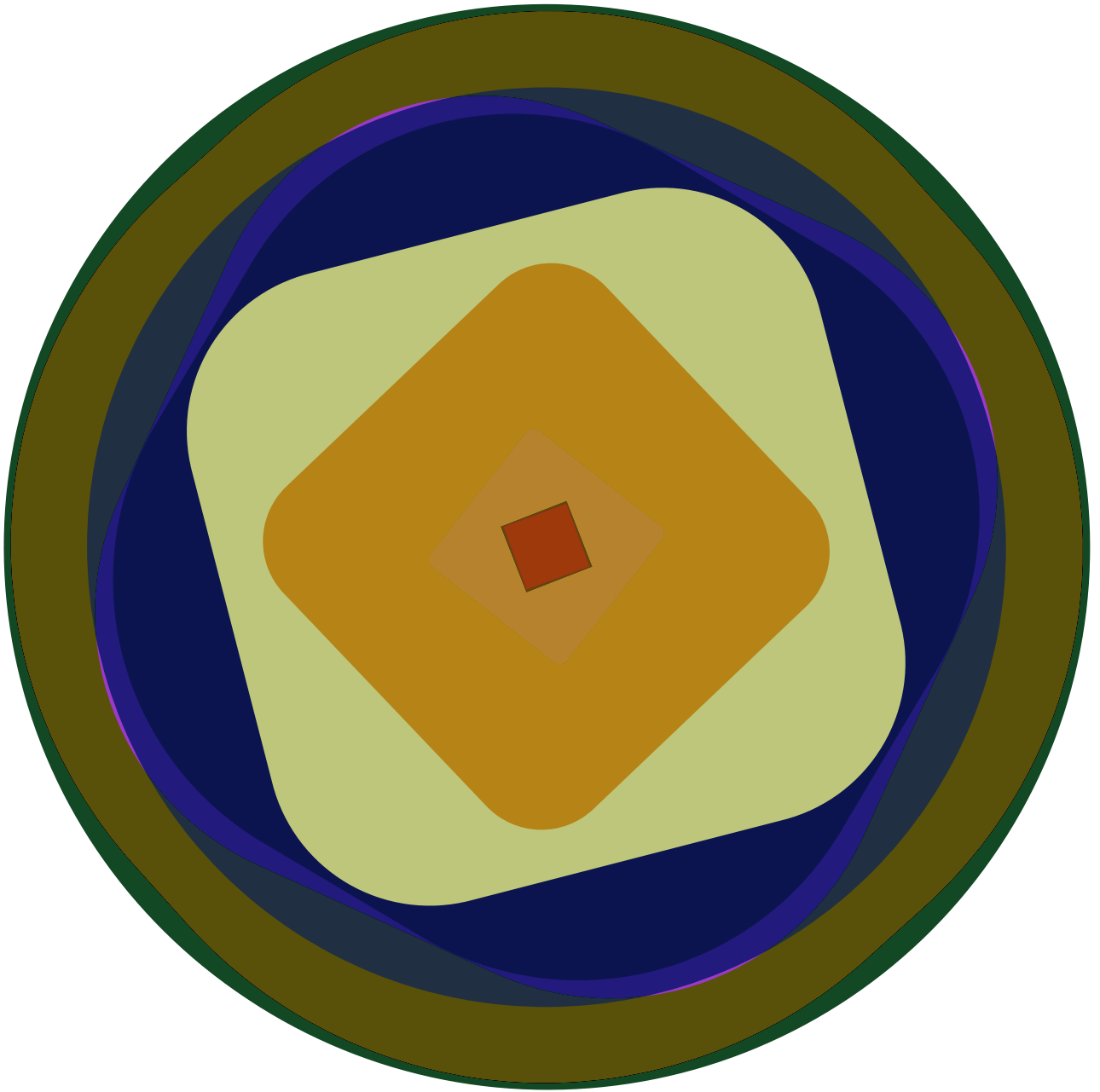
617.7 seconds.



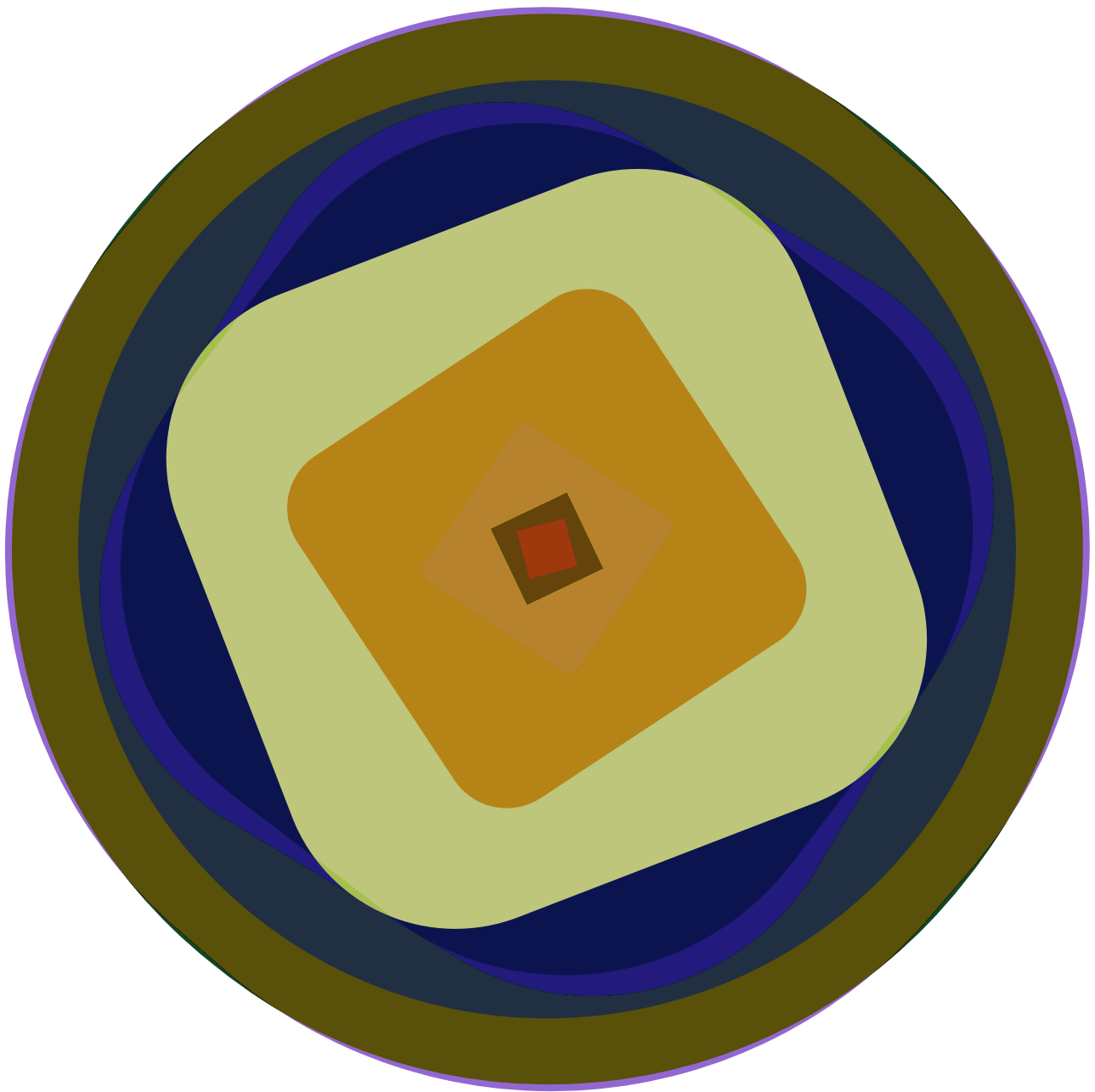
624.8 seconds.



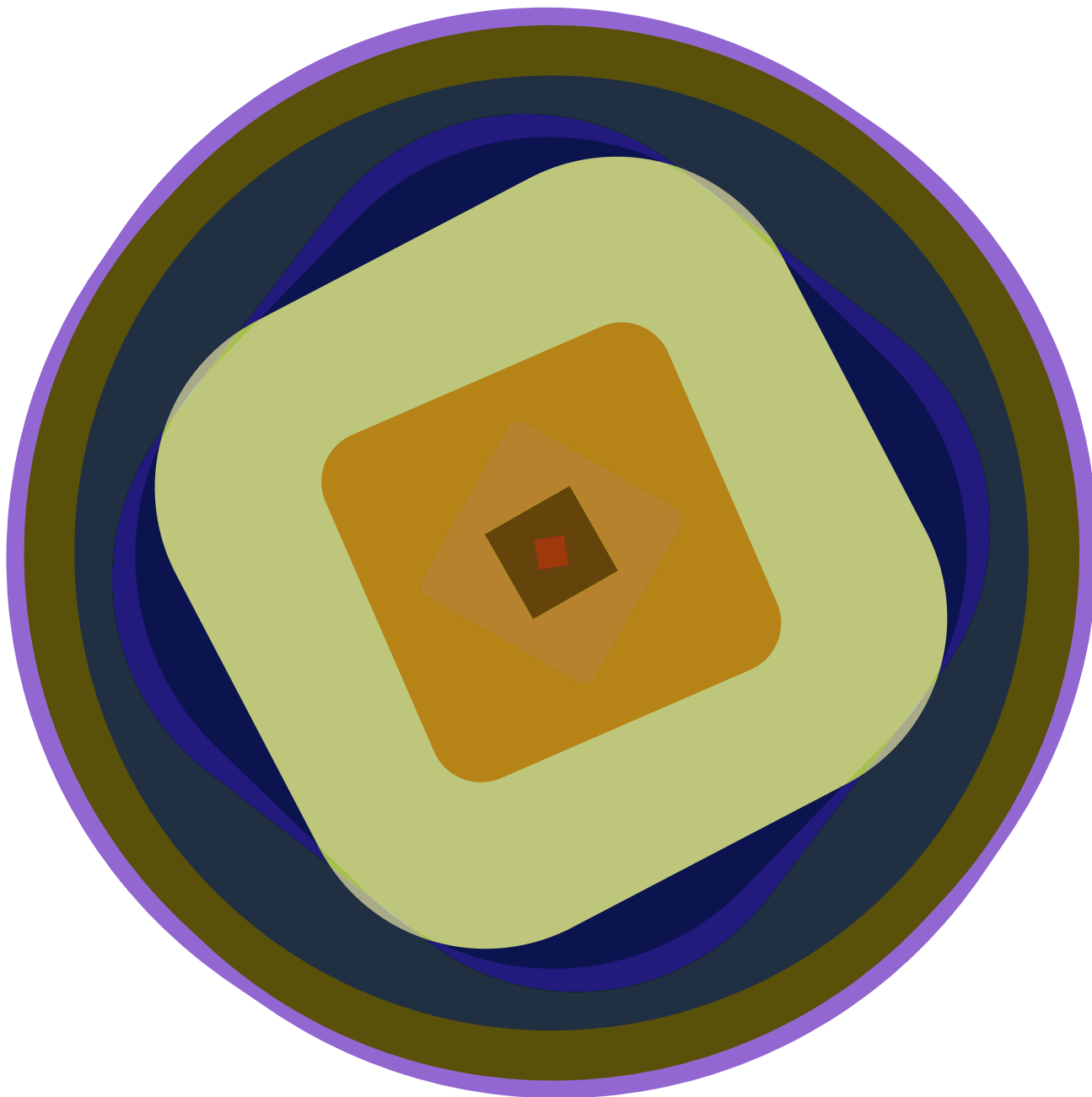
631.9 seconds.



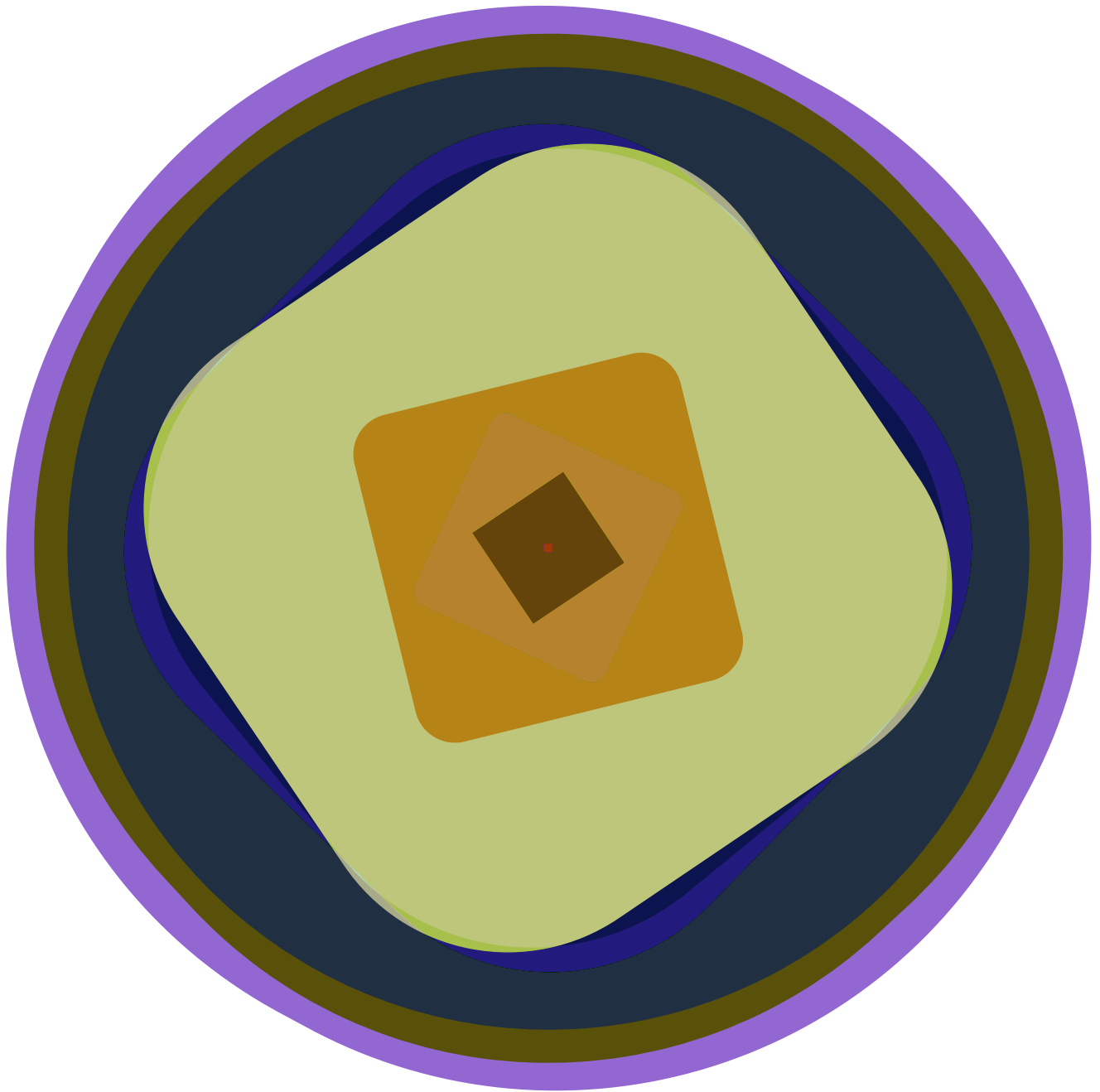
639 seconds.



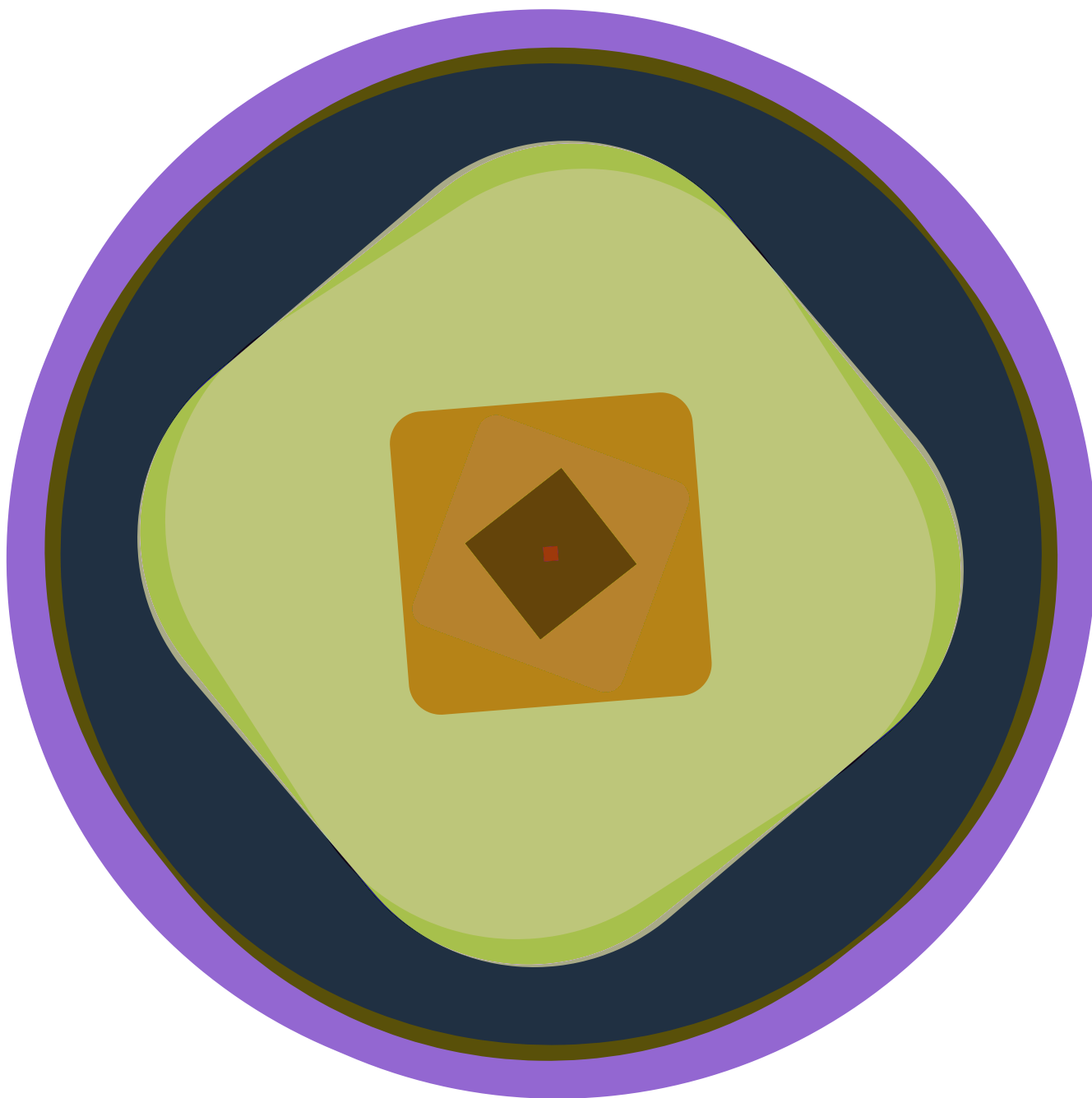
646.1 seconds.



653.2 seconds.

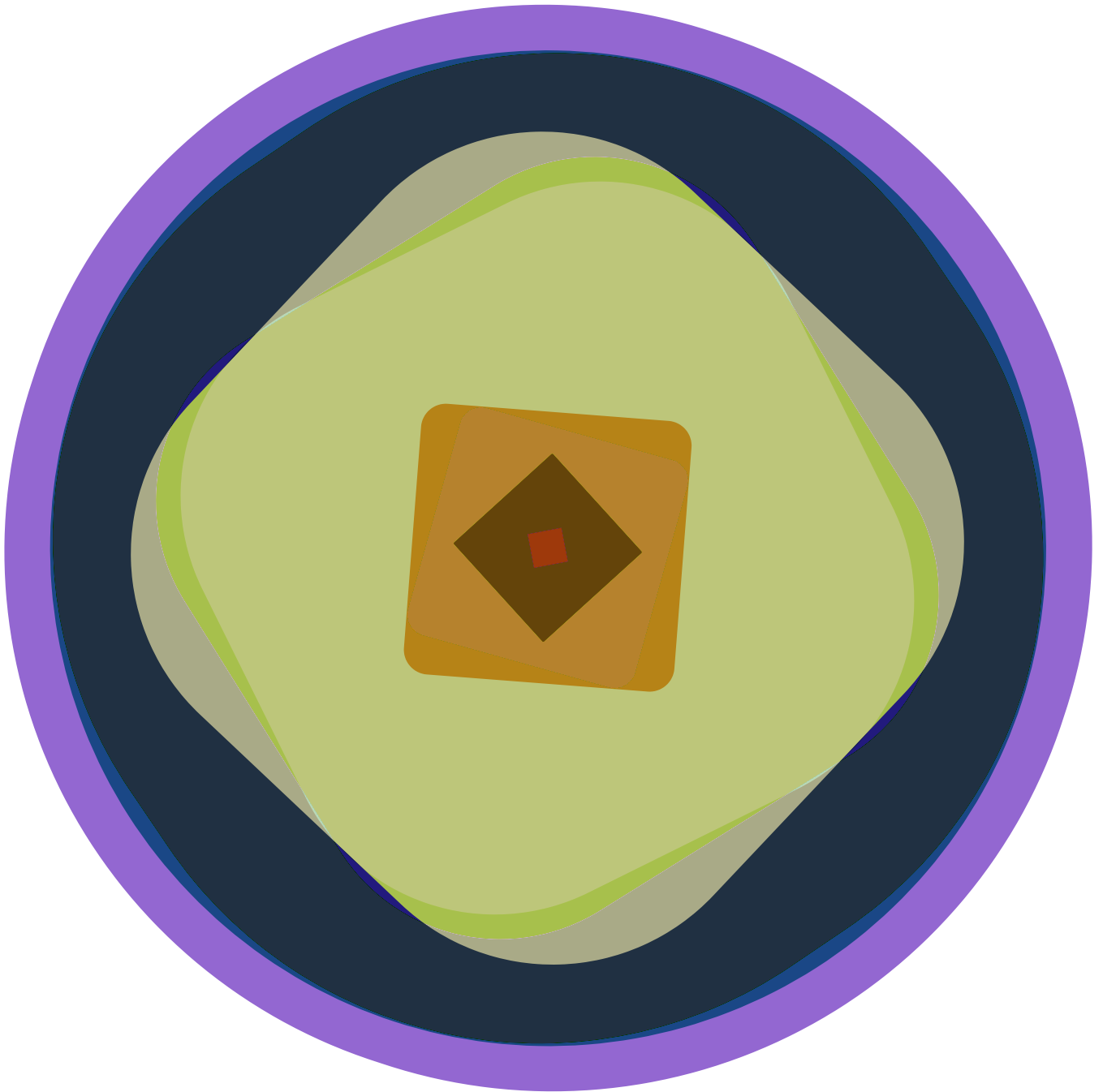


660.3 seconds.

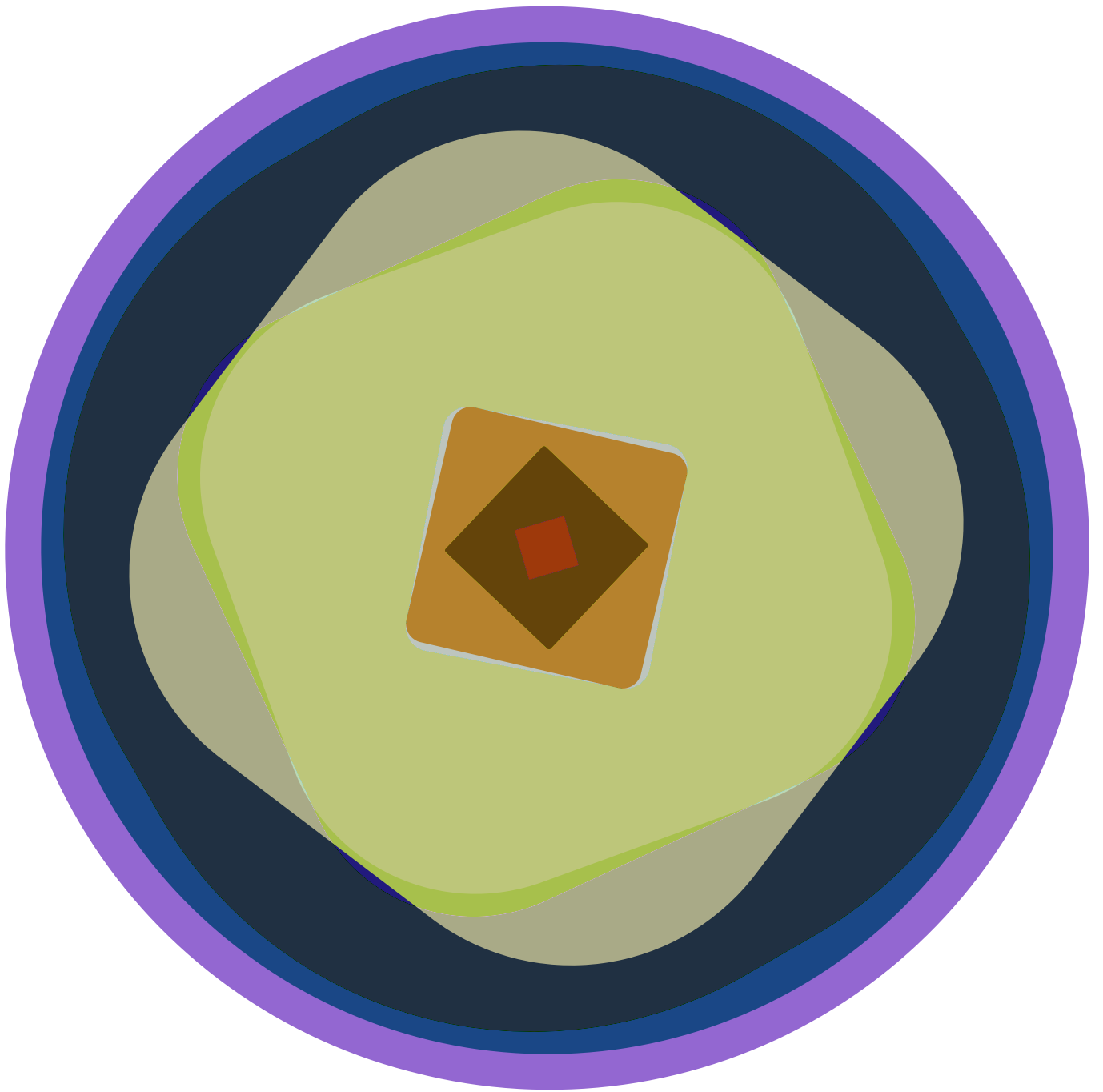


667.4 seconds.

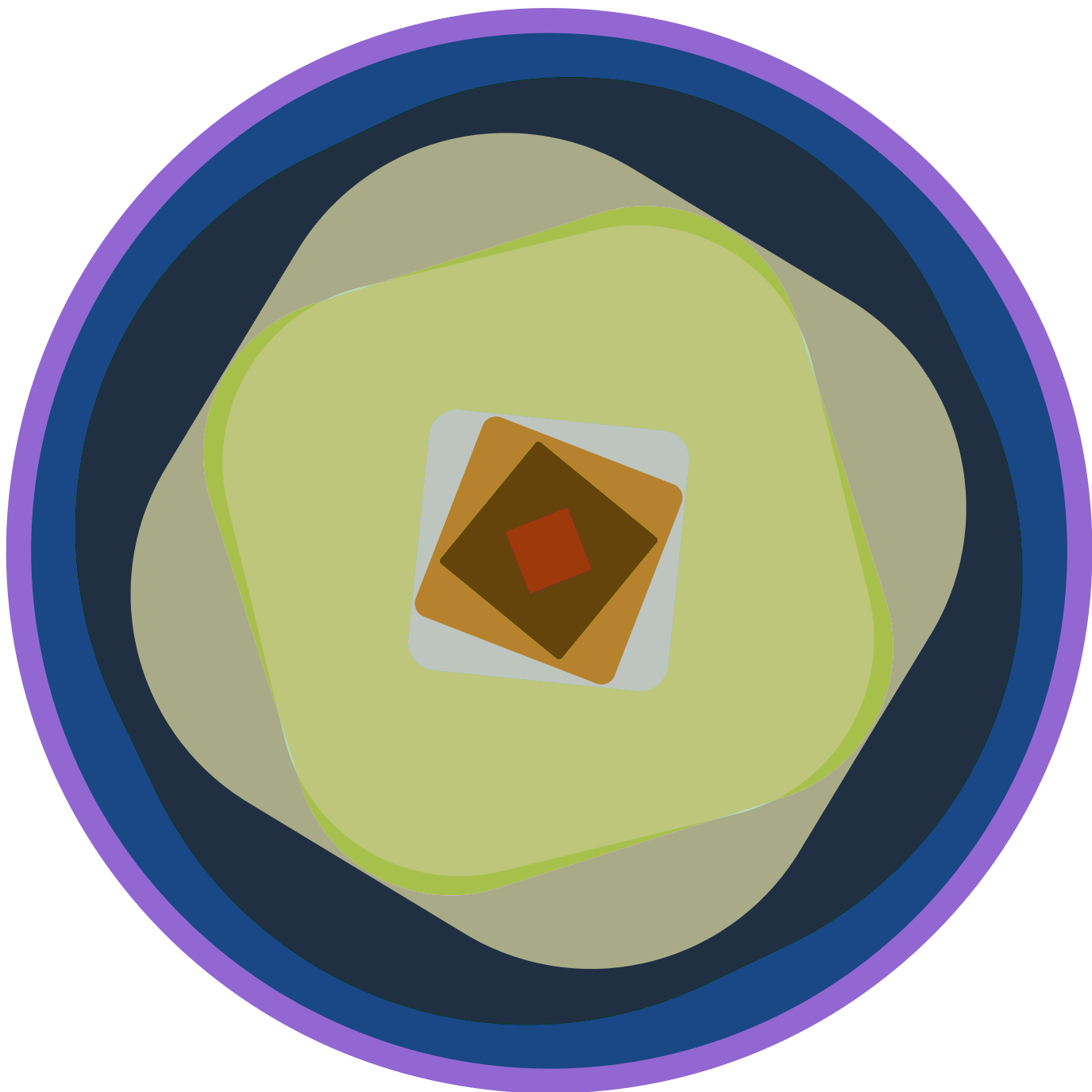




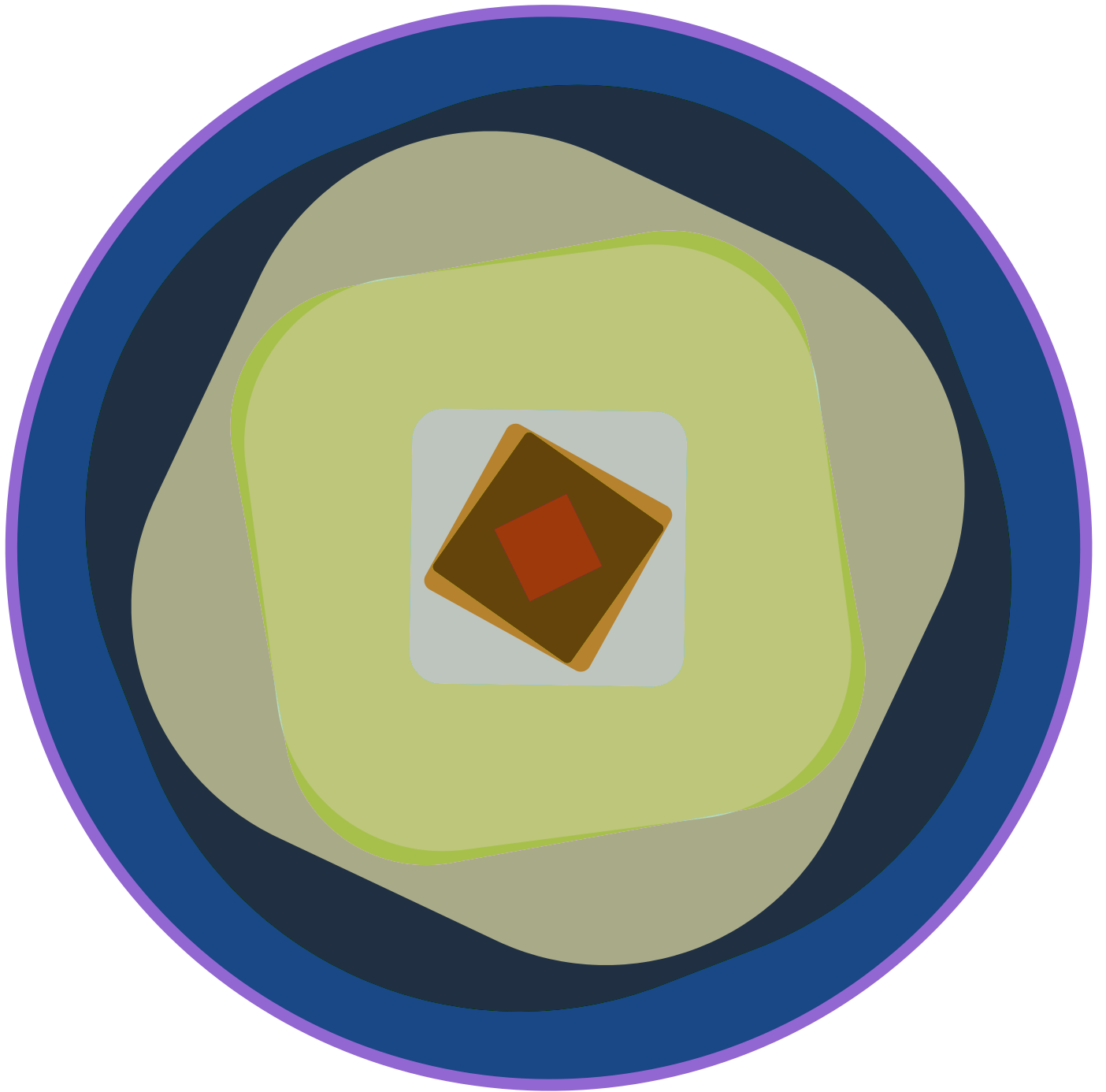
674.5 seconds.



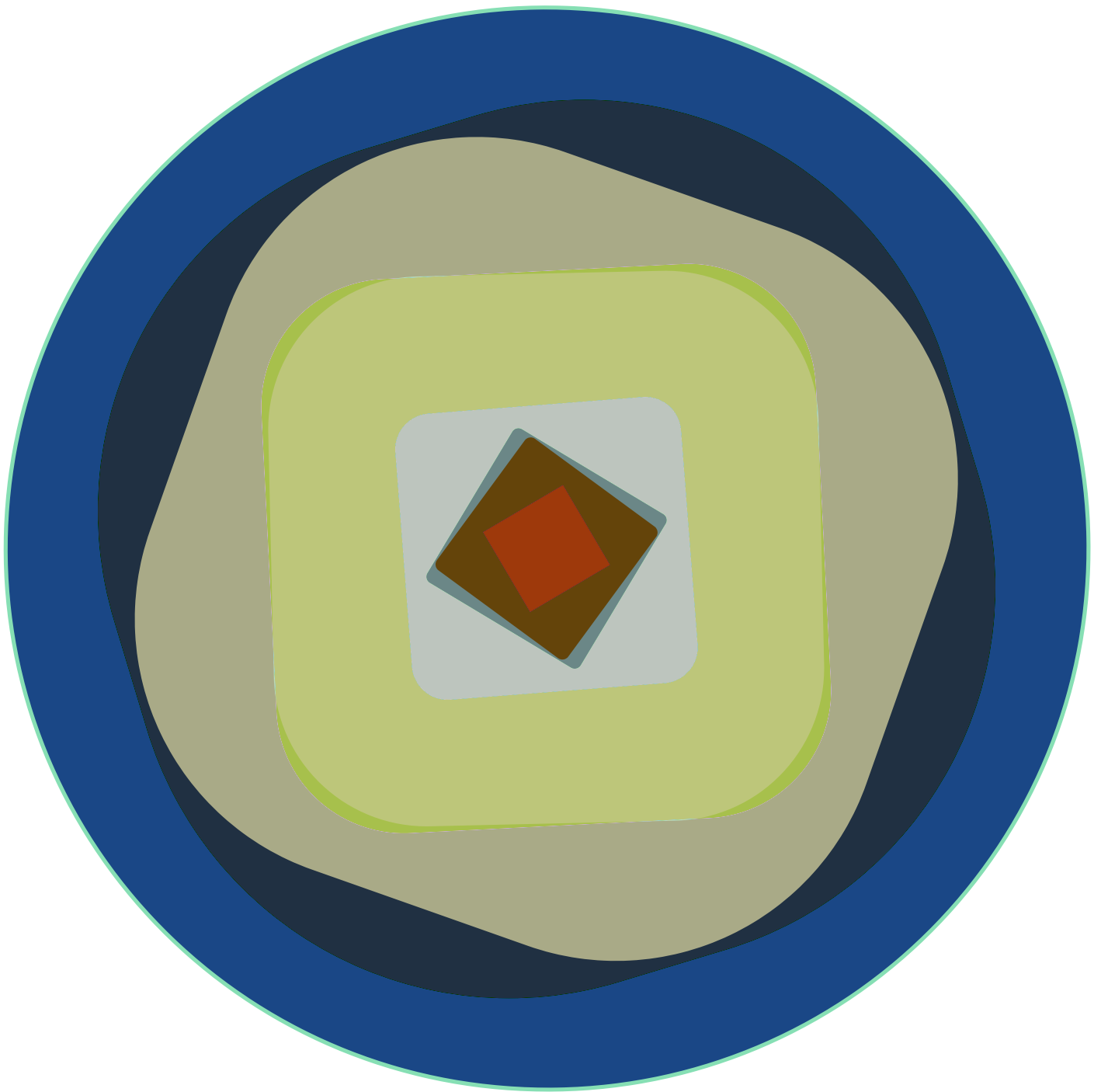
681.6 seconds.



688.7 seconds.



695.8 seconds.



702.9 seconds.

On 15-12-2016, my computer took snapshots, every 7.1 seconds, of this very slow animation of 10 circles. These circles slowly rotate, and turn into a square, and then back to a circle. They all move at different speeds. They all have a different random colour. They all animate with a different animation timing function. And they are all blended with the so called *difference blend mode*, which makes each snapshot even more random.

This animation can be enjoyed as a slow animation on <http://vvg.gr/nw> and it will definitely trigger the ventilator in your computer. It might even crash. You are warned.

More books like this one, but generated on a different date, can be bought here: <https://vasilis.nl/shop/books/circles/>